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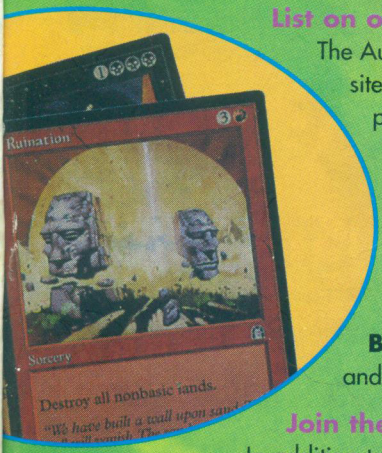
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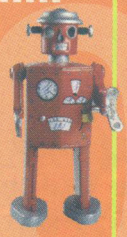
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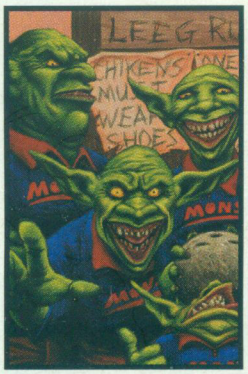
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Our first cover showcases *Magic: Unglued*'s Goblin Bowling Team card artwork by Pete Venters. Turn to page 80 for a chance at getting your card in the next *Magic: Unglued* set. The second cover, our "Beauty and the Beast" Sorceress, is painted by renowned fantasy illustrator Clyde Caldwell.

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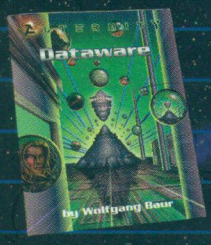
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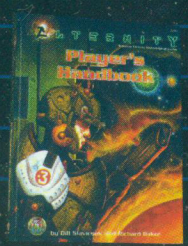
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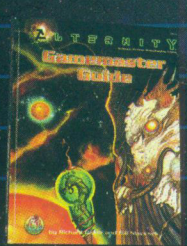
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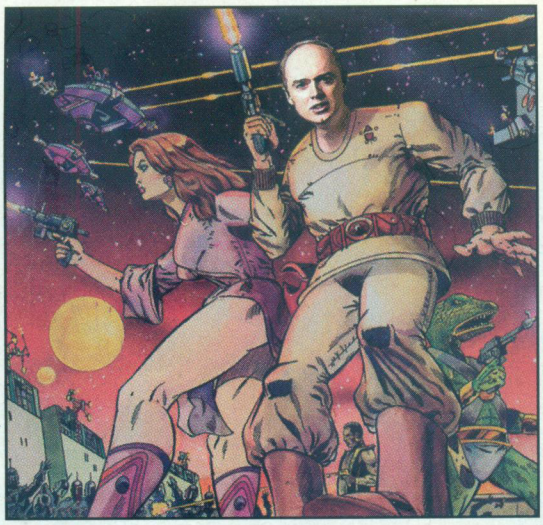
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BEHIND the LINES

Cardboard War Stories



Freedom in the Galaxy © 1979 Simulation Publications, Inc. Tom photo: Paul Schiraldi.

Orlog, in the Osirius system, is a place I'll remember forever. The Empire, led by my best friend and me, was up against the ropes. Rebel activity had reached an all-time high. Our full-press search for the Rebels' base was leading nowhere and the Imperial treasury was running on empty. The Rebel leaders, every last one, had all assembled on Orlog to prepare for the final push, and it looked like we were going to lose this game of *Freedom in the Galaxy*—lose it big! Until... the only random event card that could save us came up: "Imperial Player may commit atrocity" it read.

We'd bled our treasury white to buy something called a "Planetary Stabilizer" and regretted it deeply. Now our regret turned to joy—the "raise-your-hands-and-shout-hallelujah" kind of joy. The Planetary Stabilizer, you see, puts an end to rebellion on planets by, well, putting an end to the planet. Ten hours of successful Rebel recruitment, raiding and harassment ended in one gruesome turn as Orlog was "stabilized" into dust. The pale, slack-jawed look on the faces of our three friends playing the Rebels was so funny, we laughed until it hurt.

Having moved away from my hometown, I rarely see my best friend any more, but whenever we get together we still crack-up over the Planetary Stabilizer incident, even though the game took place 15 years ago.

That's one of the things I love about games: Players can become so immersed in a good one, it's like they're living it. Yes, the thrills are vicarious, but so what? In my book, an evening spent pretending you're emperor of the galaxy, a Sherman tank commander or a sword-swinging barbarian beats the boob tube or watching groups of multi-millionaires bouncing a rubber ball by a mile. And it can make for great memories.

There was this time, during a game of *Tunnels & Trolls*, that the party was trapped in a cavern by some demented wizard with a punfully bad sense of humor. We solved the first few encounters he threw at us with ease, but when we ran into a large deer-like animal stumbling around haphazardly and singing(!), we were puzzled. Luckily the woodsman in our party recognized the animal to be an elk. A drunken elk? Hmmm... Could it be an "elkoholic"? It got worse from there.

In the next room, there were two small snakes with their tails pinned to the wall. The snakes were moving back and forth on the wall like those gizmos on car windshields. This had us completely stumped and the party began to pass out from lack of air. Most of us were close to death when the GM offered: "What's another word for snake?" Constrictor? Serpent? Viper?

Viper! Say-it-ain't-so, they're "windshield vipers." The sheer awfulness of the pun combined with the built-up tension from the party slowly dying had us laughing the rest of the evening.

Most long-time gamers can spend hours telling "cardboard war stories" like these. Granted, it seems weird to nongamers, but it's these kinds of shared experiences that make us a community. So don't be afraid to join us. Yeah, we're kinda weird. Heck, we talk about things we pretended we did. But we make memories, have fun and spin a good yarn.

Let me tell you about this time during a game of *Squad Leader*. My troops were scattered after my perfect plan went not-so-perfect. One hero remained, though. Now this wasn't just any hero. This musta been Audie Murphy himself 'cause after he took down a Tiger tank with a big stick, he found a bazooka and...

Tom Slizewski
Managing Editor

MASTHEAD

the little elves who make *InQuest*

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Remember: People who insult others are jerks.

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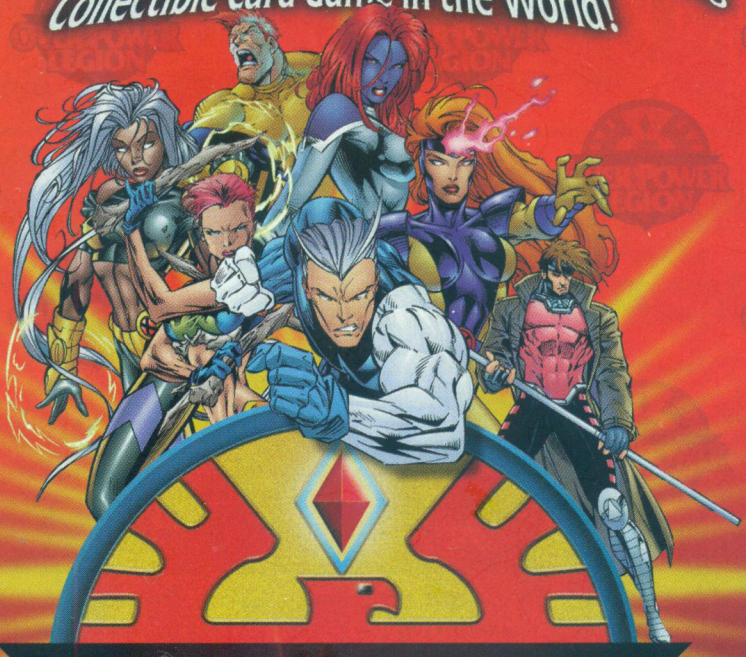
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I.Quisition

WE IS SMART

"Hey, Evil Rick," I said to my duplicate, a guy who'd been created inadvertently in a nuclear Battle Cattle *accident, "listen to this letter."*

Evil Rick grimaced. "Die!" he snarled. "Die! Die!"

I was puzzled. "Diet?" I said. "You want me to go on a diet?"

Evil Rick rolled his eyes, muttered an obscenity, then slunk back under the table.

"Anyway," I continued, "Eli Carr of Cincinnati, Ohio, congratulated us on our classiness. He said we were real smart, and the same goes for our readers. Well, he's right, of course. When it comes to ferreting out the classy stuff in InQuest, *our readers are right on the money. Why, check this out..."*



Photo courtesy of the Everett Collection

SCHWING SET

I'm only going to say this once. That "Schwing" article in issue #38 was the best thing I have ever read.

Vince Nigro
Minneapolis, Minn.

Huh? You mean "Schwing" had words in it?

Not to sound like an ass, but I think Ed Beard Jr. needs to reread the description of Eowyn from Tolkien's "Lord of the Rings." I doubt that with a bra cup size like the one depicted, Eowyn could have swung a broadsword or have been mistaken for a young lad. I think Ed must have been thinking of someone else.

David Farris
New York, N.Y.

That was a typo. It wasn't supposed to be Eowyn. It was supposed to be Tolkien.

My favorite swimsuit to see on a real woman would have to be the one worn by Bayushi Kachiko. I showed it to my girlfriend and I think she liked it. I want to give it to he for her birthday. Who do I write to for this fabulous suit?

Joe Jaczewski
East Amherst, N.Y.

According to my ruler, Bayushi measures about four inches. You got a girlfriend that short?

You know that "Schwing" article? It's missing one hot tamale. How could you guys forget *Magic*'s Avenging Angel? She looks awesome! Maybe the way she holds a sword suggests she isn't going to be easy to get a date with, but who cares?

Amadeo Garcia III
Cagayan de Oro City, Phillipines

Yeah, but she wanted five bucks to pose, which would've pretty much eaten up our budget.

You need to give Serra Angel respect. I mean, that suit was lame. She should have had a bikini or at least something that looks like a swimsuit.

Don Duricic
New York, N.Y.

Me: Just wait till a stiff breeze blows up. Ooo, mama!

My wife: What'd you say?

Me: Uh, nothing. That was Evil Rick. He—Ouch!

My wife: Give that to him when you see him, would you?

METAL ILLNESS

In your article "Heavy Metal" (issue #38), you forgot one of my favorite miniature battle games, *WarZone* by Heartbreaker Hobbies & Games. It may not be as recognized as *Warhammer* or *BattleTech*, but it has a solid system with great rules. Best of all, the main book—which is all you need

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to *IQPenPals@aol.com* or mail it to us at: I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!

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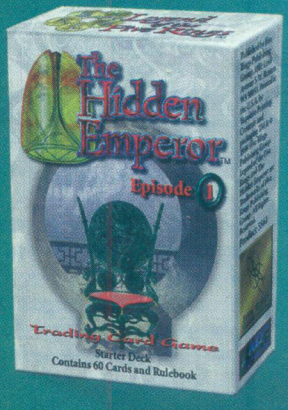
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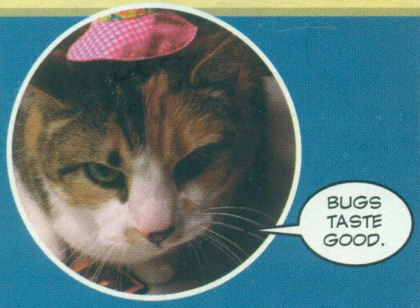
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KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON



If I didn't respect your magazine, I wouldn't be writing this letter to address what I consider a grievous oversight—the excellence of the *C•23* game. *C•23* and the ARC System are attempts to bring new players into the trading card game (TCG) hobby. I wouldn't use "excellence" to describe a product that merely satisfies new players, just as I wouldn't describe a children's book as excellent unless adults liked it as well. Simplicity of rules and play does not mean the game is trivial. Poker and chess have simple rules but are far from trivial.

I don't believe the mechanics of the *C•23* game are inappropriately unoriginal either. Look at the breadth of play experience in bridge, hearts and spades—and the similarity between game mechanics. The fact that a player who enjoys hearts can play spades without totally relearning rules and strategy is a bonus, not a problem. It would be a disservice to our new players to introduce them to TCGs using mechanics that don't prepare them for the rest of the genre.

Richard Garfield
Wizards of the Coast

We agree that the Arc System is a great learning tool for beginners and an excellent way to introduce the curious to our hobby. However, in our opinion C•23 is lacking the strategy elements and uniqueness which keeps us coming back for more. The Xena setting helped pique our interests (see review last issue), but, again, we feel anyone who has enjoyed Magic or BattleTech, including us and most of our fans, won't discover much new in C•23.

to play—is only $20. True, the book has no figures, but you can get four-man blisters of most units for about $10. Normal-sized individuals cost about $3. I've spent as much money as a friend did on *Warhammer* and I've got twice as many figures. New weapons are easily incorporated into the game, and you need only one—that's right, only one—20-sided die to play.

Eric Pelkey
Greensboro, N.C.

Yeah, that article made me all misty-eyed and sentimental, too. I'm a big fan of Grenadier's* Fantasy Warriors*, which come packaged with enough miniatures to start World War III.* War Law *by Iron Crown's another good one. But my all-time fave is* Wabbit Wampage*, which features—no joke—bunnies armed with chain saws. Ah, memories...

WIENER TAKE ALL

Greetings, fellow hot dogs. I have an idea. How about a "You're the Boss of *InQuest*" contest? The winner gets to be the head of the magazine for one issue and do whatever he wants. How about it?

Ben Krainin
Sharon, Mass.

By a strange coincidence, this is how I got my job. Except I lost.

QUEST FOR BUTTWEASELS

Please allow me to share the following conversation I had with some stupid buttweasels at my local card shop:

Stupid buttweasels: Hey, dude. We was reading this magazine with "System Shock" in it (issue #37) and we wanna know when the quest cards are coming out.

Me: Never! Read the article! It says that the cards SHOULD be made! Not that they WILL be made!

Stupid buttweasels: But look, they got pictures.

Me: For the last time, there are no cards!

Hopefully, this will ensure that nobody will be writing stupid letters about quest cards.

Dennis Illige-Saucier
Denver, Colo.

Oh, I don't know...

I was just wondering when the quest cards will be coming out.

Kenneth Palmer
Omaha, Neb.

Pass the Excedrin, will ya?

WHITE OR WRONG

Thanks so much for naming white as the best *Magic* color ("Natural Selection," issue #38). Maybe now I won't be laughed at all the time when I play my white decks.

Lee Novak
Milwaukee, Wis.

Hey, we just said white was the best color. We didn't say anything about you getting laughed at.

YOU'RE UNDER ARREST

So Wizards of the Coast patented the *Magic* game, eh? Well, not only is the *Magic* patent poison for the industry—would there be wargames if Avalon Hill had patented hexagonal mapboards, counters and randomizer dice?—but it is so broadly defined that even grandma's bridge club is made illegal. Then again, this is the same crack legal staff who, as TSR, tried to remove the words "paladin" and "ranger" from the English language. So why be surprised at this land grab? And can I still use the word "land"?

Mr. Garfield and WotC can do only one of three things:

1. Pay royalties to the nation of France for inventing playing cards.

2. Pay royalties to companies such as Avalon Hill whose 1978 game *Magic Realm* made use of small cards to indicate spells, magic treasures and monsters. Sound familiar?

3. Admit that *Magic*, like every other game since *Little Wars* by H.G. Wells, appropriates scraps from other games. A little *Dragonmaster*, some *Magic Realm*, a pinch of *Nuclear War* and—viola!—you have *Magic*.

This letter is patent pending, meets all requirements of the Berne Accords, the Geneva Convention and the Salt II

JEFF HAYS
Age: 15 Sex: M
3686 N. 12000 W Rd.
Bonfield, IL 60913
Likes: *Magic, C•23*

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Glen Burnie, MD 21061
Likes: *Magic, Star Wars CCG*

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EDDIE SANCHEZ
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Age: 18 Sex: F
Mt. View Villiage, Quiot.
Cebu City 6000
Philippines
Likes: *Magic, Vampire: TM, Star Wars CCG*

TRINITY BATTLEGROUND

HOPE SACRIFICE UNITY

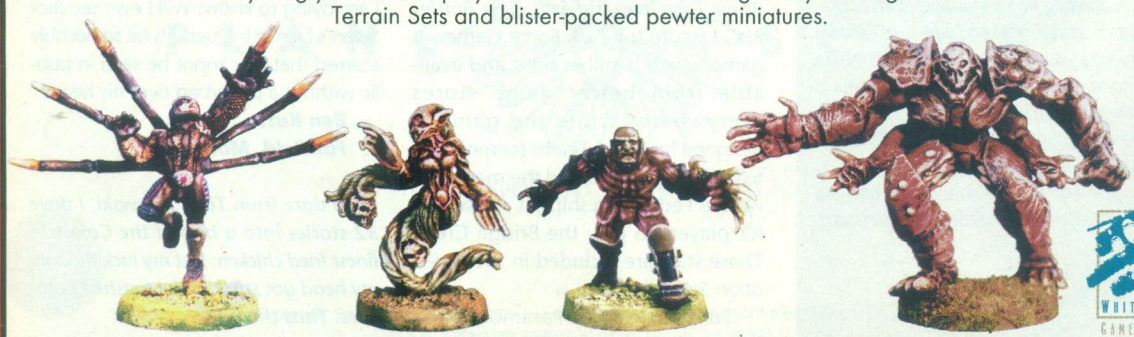


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LET THE BATTLE BEGIN

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The Battleground boxed set contains 20 hand-cast high-definition plastic miniatures, terrain, rules, dice – everything you need to play. Also look for forthcoming Trinity: Battleground Terrain Sets and blister-packed pewter miniatures.



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IN SEARCH OF...

...Music Lessons



Photo courtesy of the Everett Collection.

RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

To: Duke University, Durham, N.C.

To Whom It May Concern:

I have developed a unique musical skill involving a *Magic* card. I put the card between my fingers and blow. The vibrations produce a pleasing sound, not unlike an oboe. I am interested to know if an audition is possible and if there are any musical pieces available I could use for practice.

Yours truly,
Rick Swan

Once a student has been admitted to Duke, auditions are required for participation in all applied lessons and ensembles. Otherwise, applicants are encouraged to submit a cassette demonstrating their musical ability with their general application. If you believe that your musical skills using a Magic card will help your application, then by all means submit a cassette recording of your musical efforts.

You have asked if there are any simple musical pieces you could use for practice on a Magic card. I recommend that you use a local music store or music library as a place to find musical pieces which you could adapt to your special instrument.

I wish you well in your search for musical pieces. Your Magic card sounds most intriguing.

Sincerely,
Grace Vale Tretter
Academic Secretary
Duke University

Treaty, authorized use as written consent given by, audited and regulated under the benevolent dictatorship of Sean Stevenson.

By the way, I am copywriting the word "the." Anybody who uses it owes me one cent.

Sean Stevenson
Pittsburgh, Pa.

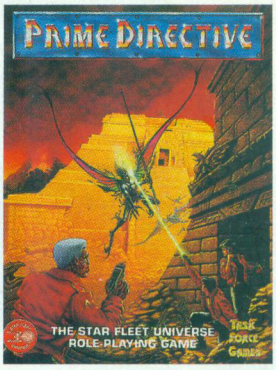
Well, Sean, I've been following this controversy pretty closely, and I'd have to say that the—oh, damn it!

SQUARED CIRCLE

Please take a moment to look at your Price Guide. Your symbol for uncommon is a circle and for common it's a square. Now since a circle is the simplest shape, wouldn't it make sense to use the circle as the symbol for common cards? A square, on the other hand, is slightly more complicated than a circle; hence, it'd be a good choice for uncommon.

Chris Falco
Sycamore, Ill.

First of all, it's not a circle. It's a wart.



Q'APLA!

I just finished reading *InQuest* #38, and while it was an excellent read as usual, I have one correction to make. In your article about the lack of a Star Trek RPG, no mention was made of *Prime Directive*, the *Star Fleet Battles* RPG I wrote for Task Force Games, a game which is still in print and available from better game stores everywhere. While the game is designed for Prime Teams (commando teams) assigned aboard the many and various Federation ships, it also allows for players to play the Bridge Crew. These stats are included in the *Federation Sourcebook*.

Fully licensed by Paramount and nominated for a GAMA award as Best New Roleplaying Rules of 1993, the game allows players to roleplay within the Star Trek universe and, I think, should have been mentioned in your article.

Timothy D. Olsen
Amarillo, Texas

Obviously, this was written by a Klingon.

ERTAI'S GAZE

I was rooting through some back issues when I came across issue #12. In it, you guys had a bunch of new cards. On page 30, there is a card by the name of Frozen Gaze. Guess what? It has almost the exact same wording as Ertai's Meddling, which came out with *Tempest*.

From what I understand, it takes about a year and a half for Wizards of the Coast to create an expansion, Well, the length of time from April, 1996 (issue #12) to late 1997 (*Tempest*) is about a year and a half.

Just thought I'd mention it.

Mark Allen Gardner II
Prescott, Ariz.

Say, you think WotC would be interested in Wall of Spam?

HOME ON THE RANGE

All right, I'm gonna cut right to the chase.

Cow Nose.

Battle Cattle.

Hurloon Minotaur.

The occasional picture of a nude cow.

Come on people! What kind of sick bovine influence is running your little business?

Ed Kranz
Minot AFB, N.D.

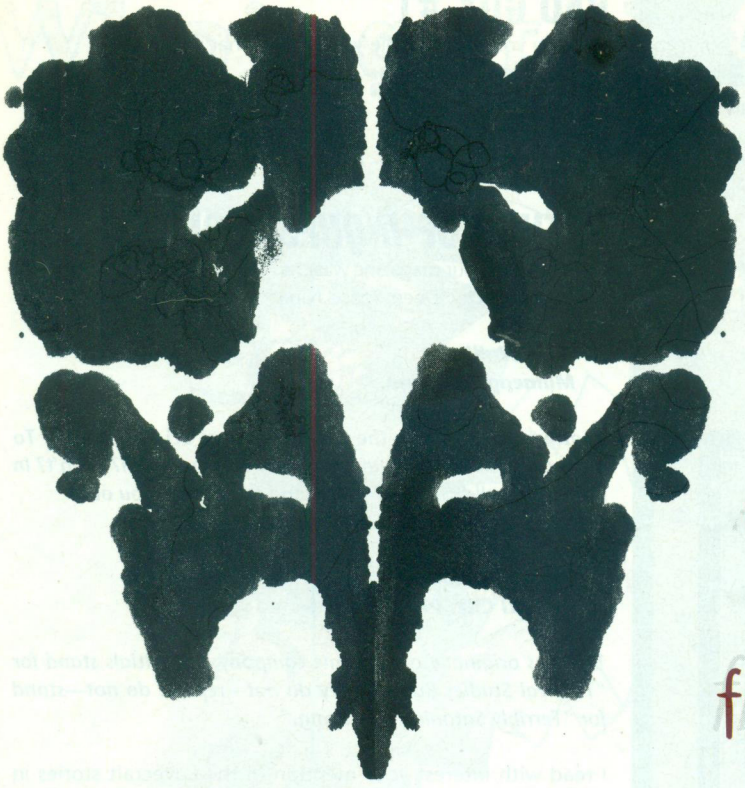
Just for the record: Thanks to our farm animal thermometer program, "sick" bovines are things of the past.

SWAN TO GO

I am dying to know: Will I ever see Rick Swan's face in InQuest? Is he so horribly scarred that he cannot be seen in public without a paperbag over his head?

Ben Katz
Fairfield, Maine

On a dare from Tom Slizewski, I dove 32 stories into a bag of the Colonel's finest fried chicken. Just my luck though, my head got stuck in the mashed potatoes. Thus the bag.



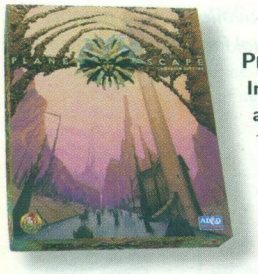
An elephant?

Two ornate masks?

A supra-genius Noctral from Mount Celestia?

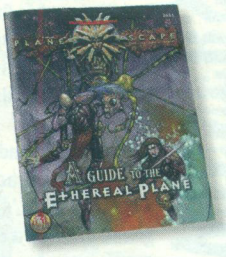
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CARD CREATIONS

Okay, maybe it isn't the most powerful of cards... but he's so darn cute! I'd never have expected it from Roger "Atog Spice" Smith, the replacement for Ginger Spice. We'll spice up his life with an assortment of the preconstucted *Exodus* decks for showing his sensitivity to the world.

GRAND PRIZE WINNER

ARCTIC SEAL

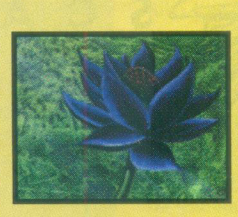
Roger Smith
Bristol, England



CONTEST WINNERS

Dan Staley of El Cerrito, Calif. proved to be very left-brained as his non-linear thinking cracked "Dead Man's Hand: Ultimate Chaos." He'll snag a box of *Stronghold* for his intuition.

Someone is spending too much time on Trek lore and not enough on academic-type stuff. That would be Carlsbad, Calif.'s own Nicholas Hunter who won the grand prize of a complete set of the new *Deep Space 9* expansion for the *Star Trek CCG* in our "Whose Ship is it Anyway?" contest. Fifteen other trekkers will also live long and prosper with other prizes.



Thomas Kadar of San Clemente, Calif.—why don't you guys outside of Calif. get off your asses and enter once in a while?—loves his friend so much that he sent him a big box of dead game crap for our "Fool Your Friend" contest. Tom, however, will make off with a bunch of entertaining prizes from Steve Jackson Games.

BAD GUY #1

Die! Die you bastard! Die you—Hey, what's that?

Evil Rick
Congers, N.Y.

A crucifix made of Atogs. You're going down.

RETURN OF *INQUEST*-IONS

What issue of your magazine was the "Contest of Champions" with Vader vs. Spock, "Deep Space Nine" vs. "Babylon 5" and Ewoks vs. Tribbles?

Greg Wallin
Minneapolis, Minn.

That was published in the 1997 Special of **Sci-Fi Invasion**. *To get a copy, send me a hundred dollar bill and—huh? I can't? In that case, call (914) 268-3594, and they'll help you out.*

What does TSR mean?

Michael Gullien
Makati City, Philippines

TSR was originally a wargame company; the initials stand for "Tactical Studies Rules." They do not—repeat: do not—stand for "Terribly Satanic Roleplaying."

I read with interest your mention of the Lovecraft stories in "InQuisition" (issue #38). Where can I get a copy of "Thing on the Dorkstep"... uh, "Whisper in the Dorkness"...no, "Dream Quest of the Unknown Kadork"...wait, I know..."The Dork That Should Not Be"?

Scott Chenault
Bedford, Texas

Lovecraft stories are available in a variety of formats. Del Rey publishes affordable paperback versions. Arkham House produces handsome hardbacks. Even **Call of Cthulhu** *RPG publisher Chaosium has a line of Cthulhu-related fiction. The paperbacks and hardbacks are available in any good bookstore, like Barnes & Noble or Borders. Also, the books are available on a number of Internet booksellers which, for a nominal fee, will deliver them right to your dork.*

BAD GUY #2

Eek! Arg! Ohhh! A-a-a-a-a-a - h...!

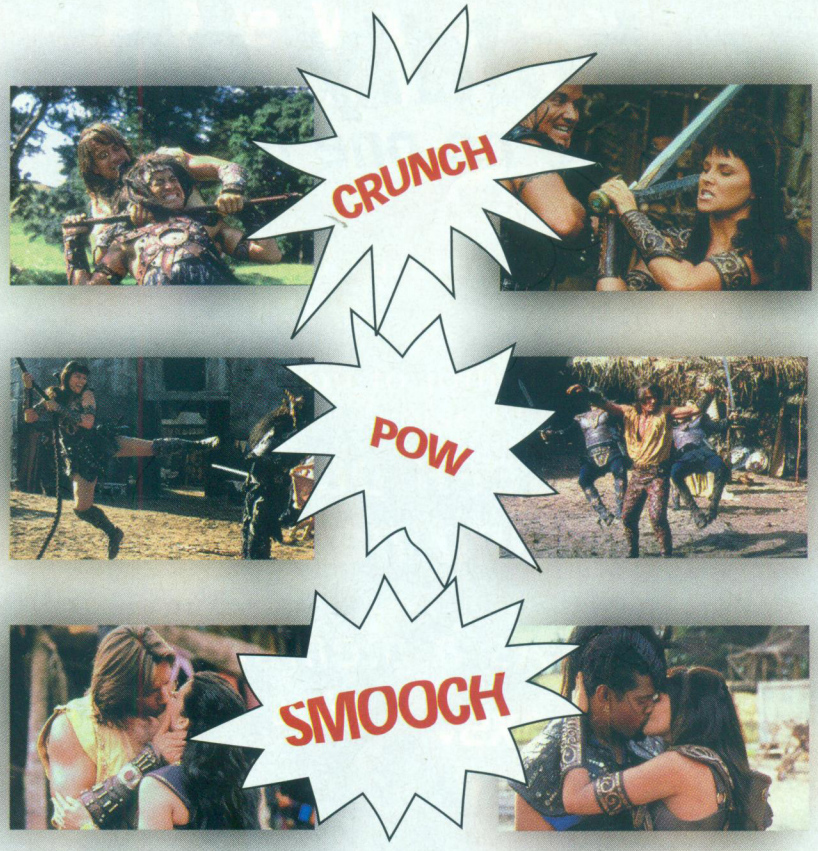
Evil Rick
Congers, N.Y.

You're a mean one, Evil Rick.

Remember: Not only is **InQuest** *a good read, it's a great gasoline additive—providing you can get it stuffed in the tank. See you next time!*

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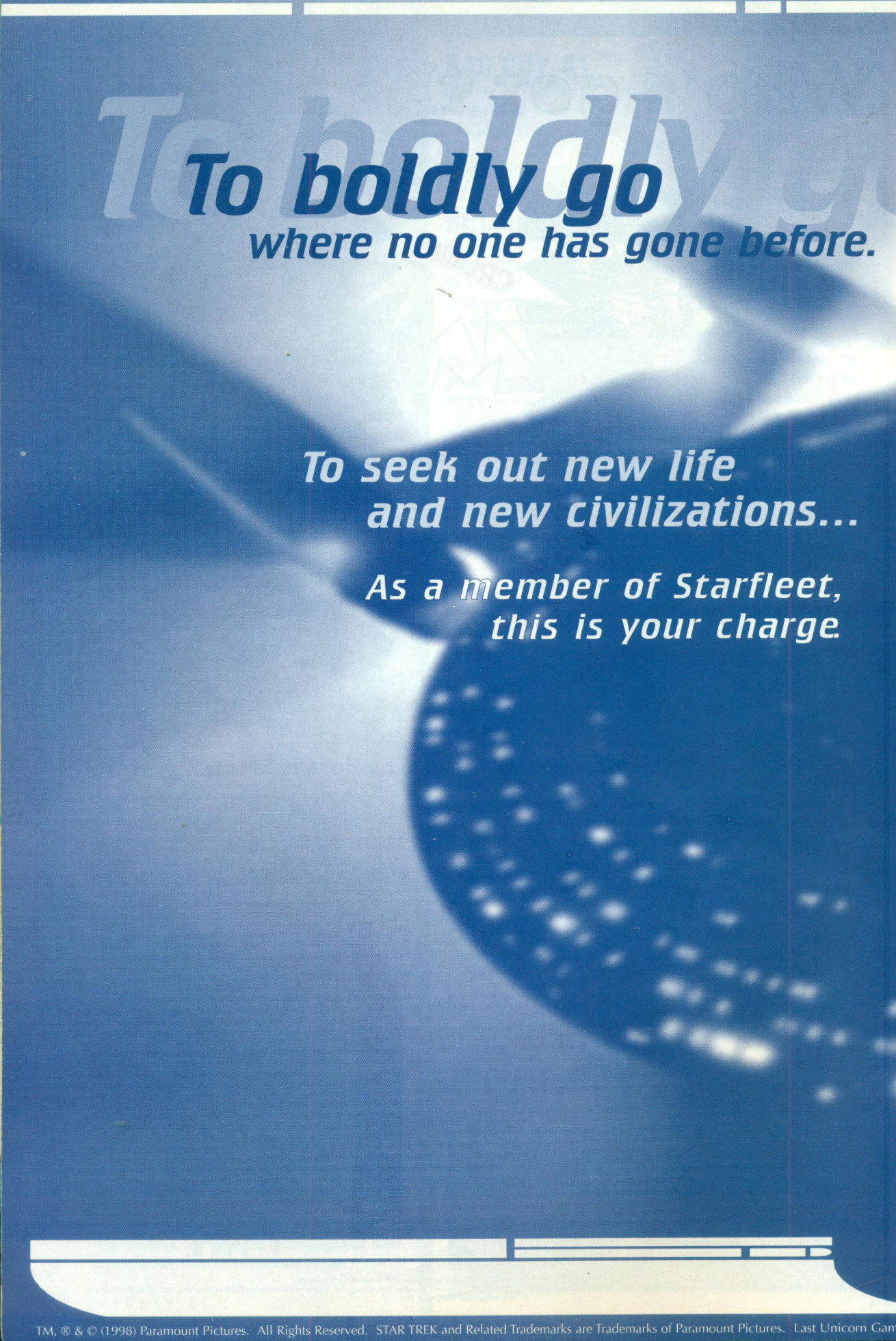
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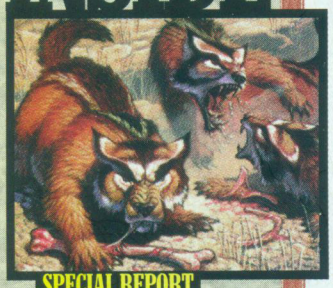
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Go Beyond

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IQ news

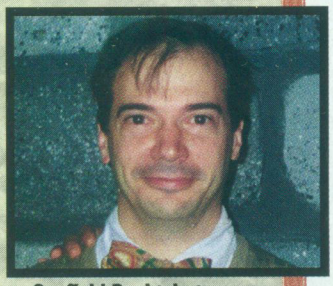
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PLUS:

- ***Magic* Juniors Win $10k. Page 22.**
- **Games for Brains. Page 28.**

The End for West End?

On July 2nd West End Games owner and president Scott Palter told his staff he could not meet the next payroll.

"It wouldn't be morally right to have them come in when I couldn't pay on schedule," Palter said. He offered staffers the choice of staying on without pay—with a promise of payment by week's end—or being laid off to qualify for unemployment. All but two staffers chose the latter option, he said.

How does a company with can't-fail roleplaying licenses like *Star Wars, D.C. Comics, Men in Black* and *Hercules and Xena* fail? It depends on who you ask.

According to Palter, it's a matter of a rough winter sales season coupled with a loss of liquidity which arose when WEG's loan sources unexpectedly dried up. "Our games provide a heavy revenue base, but we also have heavy overhead," said Palter. "West End has had cash flow problems off and on since 1996."

But WEG employees paint a different picture, one of incompetence and mismanagement. "It is a great shame that such a promising company with excellent licenses and design people goes south because of mismanagement, lies and bad business sense," said one senior editor.

A key player in the whole mixed-up affair is Creative Design Group (CDG), Palter's other company—one that manages a ritzy shoe retail chain. Palter said that CDG has shored up WEG as often as the other way around. But according to one source who has reviewed company financial records, WEG poured millions into a faltering CDG over the past few years. The great crime, according to this source, is that while WEG was propping up CDG it was defaulting on Lucasfilm royalty payments, borrowing from banks and reneging on tens of thousands of dollars owed to freelancers.

According to a senior editor, WEG creative staffers were asked to forgo raises and bonuses and at times sleep four to a room during business trips so shoe company honchos could jet around the globe first class.

At press time, Palter is working to save the company. If he can convince his licensors to hang tough, he says he can make ends meet. "Basically, they can take pennies on the dollar now, or 100 cents on the dollar later if they stick with me," he said. If they don't, a Chapter 7 bankruptcy filing looms.

What this means to their licensed properties is uncertain. A new distribution deal currently in the works might convince Lucasfilm to stick with West End. However, according to sources inside WEG, the company hasn't paid Lucasfilm royalties for two quarters and has no signed contract for the "Star Wars" prequels.

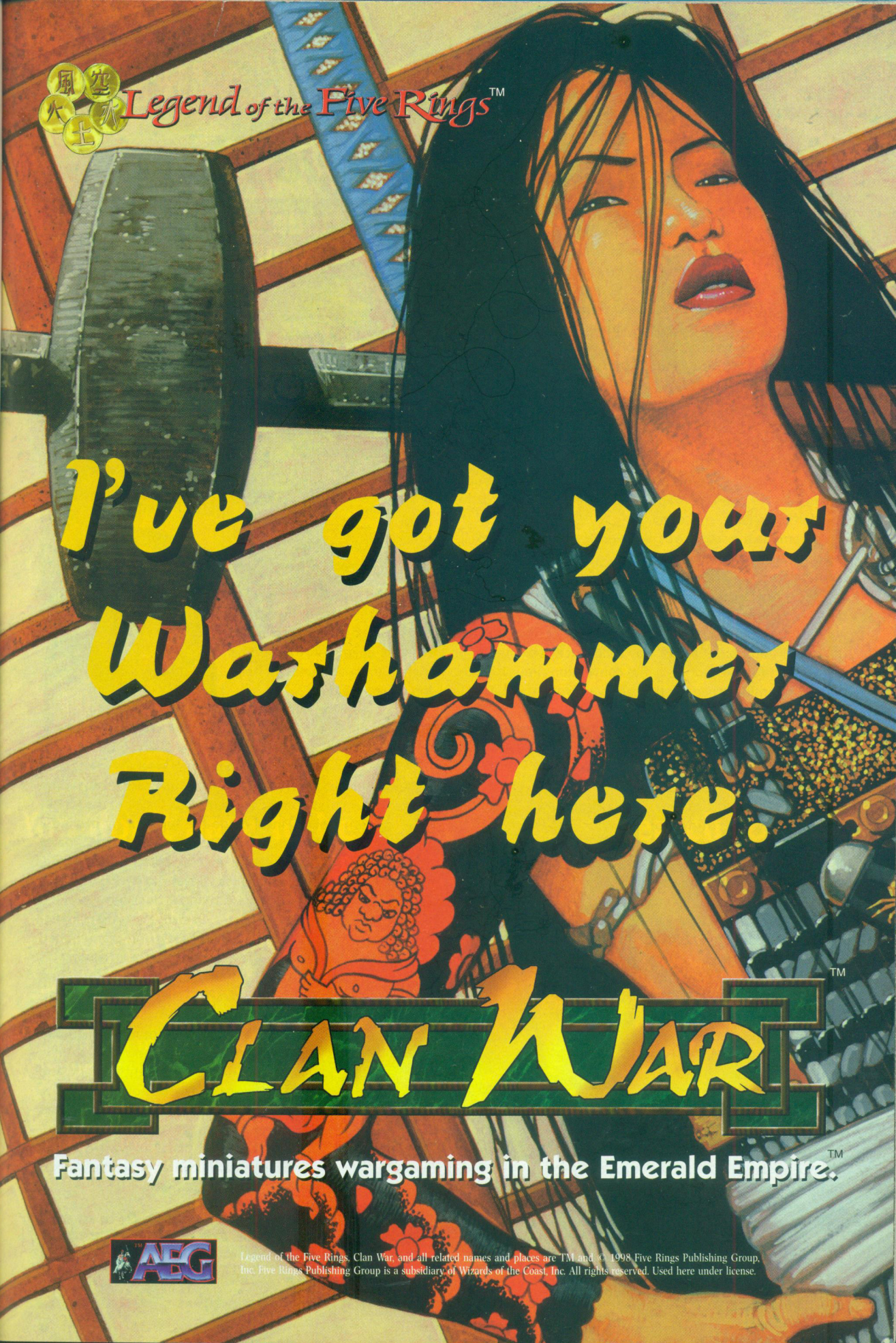
Sony has already withdrawn the "Men In Black" license. Universal has yet to make a decision on the *Hercules and Xena* RPG, our source said. Interestingly, D.C. Comics is committed to publishing the *D.C.* RPG in some form, according to an editor close to the project.

The next few months will tell whether West End can overcome the considerable obstacles in its path to rise again or whether these events spell the end for West End Games. ■ **M. R. Goode**



West End Games is facing bankruptcy even though they have killer licenses like *Star Wars, Hercules/Xena, Men in Black...*

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U.S. *MAGIC* NATIONAL CHAMPIONSHIPS

Linde Levels Top *Magic* Players

Matt Linde turned gloom into elation on his way to winning the 1998 U.S. *Magic* National Championships.

With the score at two games to one in his opponent's favor, Linde made the right play at the right time to reverse his fortunes and force a fifth game. Pro Tour powerhouse Mike Long, playing a Prosperous Bloom deck, had shut down Linde's all white weenie deck by casting Gloom. This black enchantment increases the cost of all white spells and abilities by three mana, and Linde, with only four Plains on the table, was stopped cold.

Cold, that is, until Long played a Natural Balance, which balances the mana resources of each player at five lands. Long then cast Infernal Contract—paying half his life to draw four cards. But Linde responded with Abeyance, tapping *five* Plains, which prevented Long from casting or using instants, interrupts or sorceries for one turn. Facing a weenie creature horde he couldn't stop, Long conceded.

That made the score two games each. After such an exciting duel, the last game was something of an anticlimax with Long getting mana shorted and Linde using his fast weenies to charge to victory. As soon as Linde clinched the victory, a deafening cheer erupted from the dozens of spectators observing the finals on the huge closed-circuit TV set up for the event.

This exciting bit of *Magic* play took place over the 4th of July weekend at the Origins game conventions in Columbus, Ohio. It's considered one of the toughest *Magic* tournaments in the world with each player having to go through 12 rounds of Swiss play against the best players in the game. The event involves two three-round booster drafts on the first day, followed by six rounds of Standard play on the second.

This year, white weenie and Sligh decks did well in the constructed portion of the event, and players had the chance to use *Exodus* cards in tournament play for the first time.

As a surprise to everyone, mono-green decks did extremely well. The top eight finishers included two mono-green, two mono-red, two Prosperous Bloom, one mono-blue and one white weenie deck.

Playing that white weenie deck allowed Matt Linde to chalk-up his first big-time finish. Linde chose to play with four Cataclysms because "I expected a lot of combo decks based on Bloom or Oath of Druids," he said. "White weenie is the best choice against those, so I figured it's the deck to play." His insight paid off big for the 17-year-old Maryland native. In his acceptance speech, the newly crowned national champion thanked his friends and teammates for helping create the deck.

Matt Linde's 1998 National Champion Deck

CREATURES
3 Nomads *en*-Kor
3 Paladin *en*-Vec
4 Soltari Monk
4 Soltari Priest
1 Soltari Visionary
4 Soul Warden
4 Warrior *en*-Kor
4 White Knight

NON-CREATURE SPELLS
1 Aura of Silence
4 Cataclysm
3 Disenchant
4 Empyrial Armor
4 Tithe

LAND
17 Plains

SIDEBOARD
3 Abeyance
1 Afterlife
3 Aura of Silence
1 Disenchant
2 Tariff
1 Soltari Visionary
2 Spirit Link
2 Wrath of God

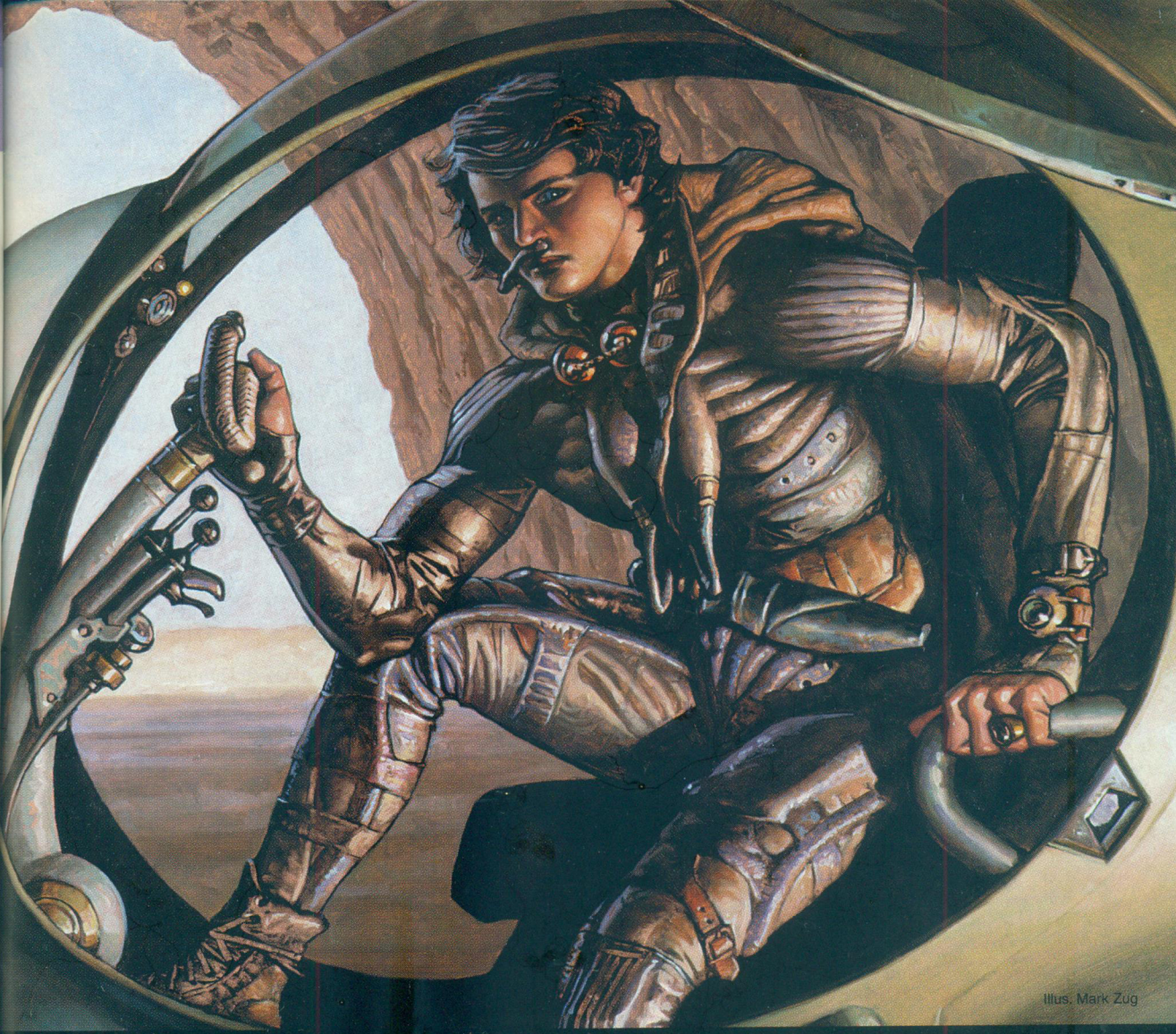
The win earned Linde a spot on the U.S. National Team along with Bryce Currence of Los Angeles, one of the game's veterans who's been playing competitively for four years. Also on the team is two-time *InQuest Magic* Player of the Month Jon Finkel. Finkel made the top four by playing a mono-blue deck with Ophidians, Man-o-Wars and Tradewind Riders. When asked about his choice, Finkel said "I play this deck because it's fun and it does not suck."

Of course, second-place finisher Mike Long also grabbed a spot on the team. Among his many accomplishments, Long won Pro Tour Paris playing a Prosperous Bloom deck. This same deck helped him make the finals of this tournament.

The four represent a strong and diverse combination of playing styles, making up an excellent team for this year's World Championships, scheduled to take place at Wizard of the Coast's game center in Seattle, August 12-16. ■ **Alex Shvartsman**



Abeyance proved key for Matt Linde on his way to winning the U.S. *Magic* Nationals. Four Cataclysms didn't hurt either.



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Winners Break Out of Horror Box

African mysticism, Jewish religion and Nazi ideology collide on a jungle island. Intelligent, talking dogs settle in New York City. An interracial boxing bout is held despite a natural disaster that destroys a Texas town.

The Horror Writers Association honored these diverse works at its 11th annual Bram Stoker Awards banquet held this past June at New York City's Marriott East Side hotel.

"It has been and remains my mandate as president of HWA to try to remove the narrow definition of horror," said Janet Berliner. She, along with George Guthridge, co-wrote *Children of the Dusk,* which was honored for superior achievement in a novel. "If the Holocaust and the idea of putting live humans in ovens, for example, is not fearful enough to cause nightmares, then I can hardly think of what is," Berliner said.

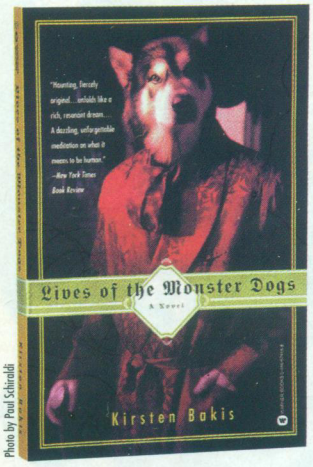


Photo by Paul Schirelli

Big, intelligent dogs keep a horrible secret in this award-winning novel.

Science fiction writer Jack Williamson (*Demon Moon, Black Sun*) wryly backed Berliner's crusade. "I never realized I was a 'horror writer,'" he said, after receiving a lifetime achievement Stoker. "Inadvertently, I wrote a certain amount of horror."

The pugilistic novelette "The Big Blow" earned Joe R. Lansdale his fifth Stoker award, leaving him tied with Harlan Ellison and one short of Robert R. McCammon's record. Stanley Wiater garnered his second nonfiction Stoker for *Dark Thoughts: On Writing.*

A ballot of active HWA members also honored William Peter Blatty, author of the best-seller *The Exorcist,* for lifetime achievement. ■ **Matthew E. Milliken**

1998 BRAM STOKER AWARDS

NOVEL: *Children of the Dusk* by Janet Berliner and George Guthridge
FIRST NOVEL: *Lives of the Monster Dogs* by Kirsten Bakis
NOVELETTE: "The Big Blow" by Joe R. Lansdale, appearing in the anthology *Revelations*
SHORT STORY: "Rat Food" by Edo van Belkom and David Nickle, in *On Spec* magazine
FICTION COLLECTION: *Exorcisms and Ecstasies* by Karl Edward Wagner
NON-FICTION: *Dark Thoughts: On Writing* by Stanley Wiater
LIFETIME ACHIEVEMENT: William Peter Blatty; Jack Williamson

Know Rules, Will Travel

It's not enough to be cool. In today's cutthroat environment, you also have to make sure everyone *knows* you're cool. That's why Five Rings Publishing may be coming to a gaming store near you.

"The hardest thing to do in this industry is to communicate how cool our games are. We need to teach for our games to succeed," Luke Peterschmidt, brand manager for Five Rings' hottest games and lead developer of the revamped *Rage* collectible card game, said. "Who's going to try a game if no one knows how to play? We want to get into stores and teach everyone who shops there how to play."

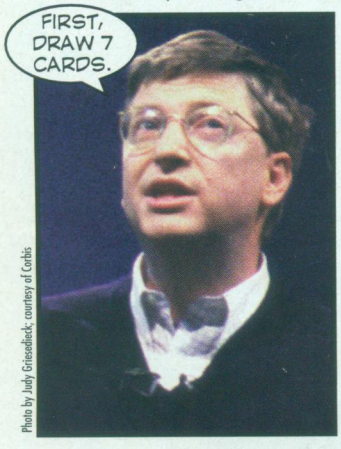


Photo by Judy Griesedieck; courtesy of Corbis

With that in mind, Five Rings has initiated a new program designed to help spread the word about their products. Any store that purchases a couple of displays of their most popular games—including *Doomtown, Legend of the Five Rings* and *Dune*—will receive a certificate good for an in-store demo for that game.

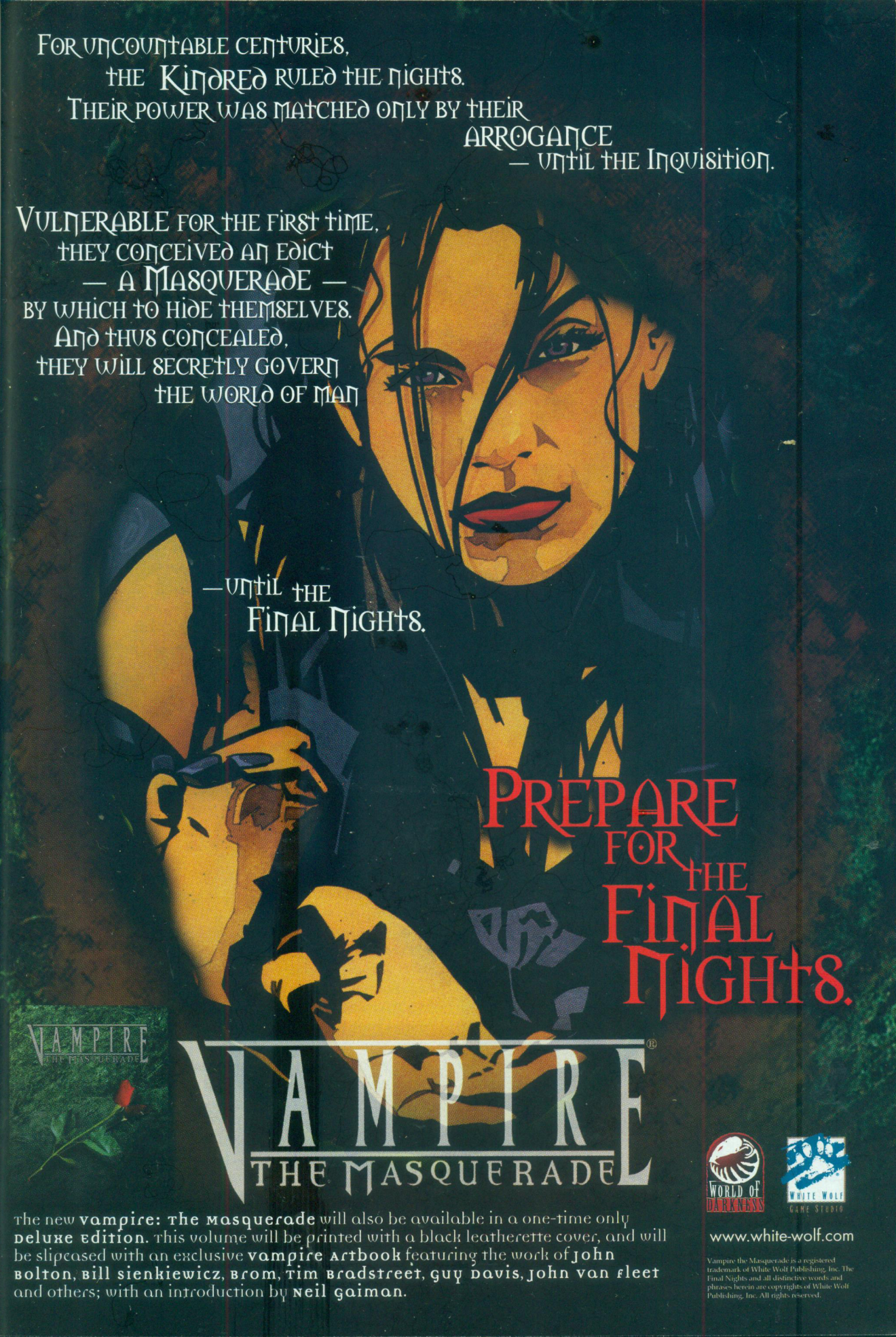
"It's a great thing for fans," Peterschmidt said. "Sometimes a store won't take a chance on a new product, so would-be players never get the chance to even try it. Our new system allows store owners to buy a new product with the guarantee that we will have someone in their store to show interested people how to play the game.

This "learn to play" program is currently underway and all Five Rings products are included except *Rage* and *Legend of the Burning Sands.* These games are brand new and are expected to be added once they become widely available. ■ **Chuck Bednar**

WE LOOKED IT UP



LEGERDEMAIN
(*Lej•er•de•main*)
1. Practice of, or skill in, feats of magic or sleight of hand. 2. Trickery; deception. 3. Blue Sorcery from *Magic: Tempest* that allows caster to swap control of an artifact or creature. 4. Pirate slang for the captain's wooden prothesis: "Arrr matey, don't touch the leg-of-der-man, or ye'll be walkin' the plank."



The new **vampire: the masquerade** will also be available in a one-time only **deluxe edition**. This volume will be printed with a black leatherette cover, and will be slipcased with an exclusive **vampire artbook** featuring the work of **john bolton, bill sienkiewicz, brom, tim bradstreet, guy davis, john van fleet** and others; with an introduction by **neil gaiman**.

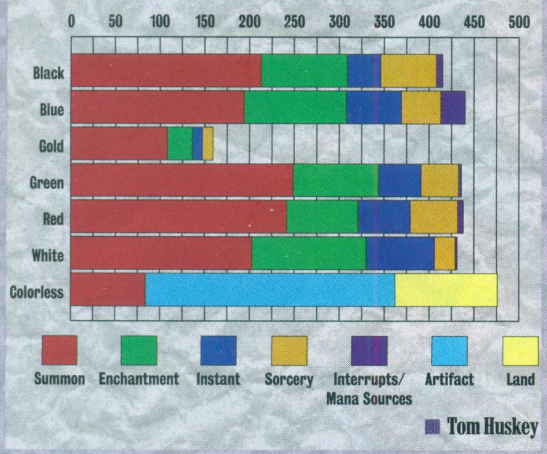
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MAGIC DISSECTED

Ultimate Spell Master

Here are all of *Magic*'s spell types for each color—through *Exodus*—reduced to one handy-dandy chart. Note that Enchantments which can be cast as instants were counted as enchantments.



■ Tom Huskey

MAGIC PLAYER OF THE MONTH

MATT LINDE, 17, from Damascus, Maryland
DCI STANDARD RATING: 1870
SECRET OF MY SUCCESS: I'm a very careful player and deck-builder
STARTED PLAYING *MAGIC*? Three years ago after *Legends*
FAVORITE NON-MAGIC GAME? Tennis
FAVORITE TV SHOW: The Simpson's
FINEST *MAGIC* MOMENT: Beating Pro Tour heavyweight Mike Long in a tense duel.
BIO IN BRIEF: Matt is new to the high-stakes *Magic* tournament scene but that didn't stop him from walking away with the top spot at the 1998 U.S. National Championships. He now gets to join Mike Long, Jon Finkel and Bryce Currence on the U.S. national team when they battle for the 1998 *Magic* world championship August 12-16. See this month's Special Report on page 18 for more.

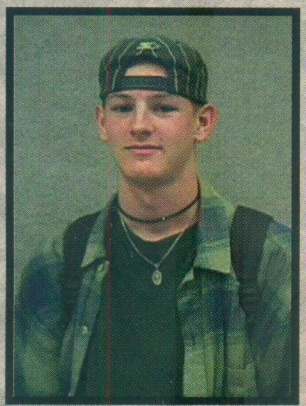


Photo courtesy of Wizards of the Coast

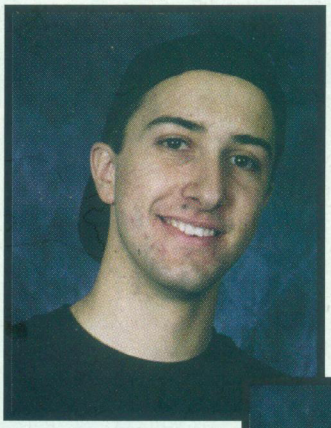
Magic Juniors Win $10,000

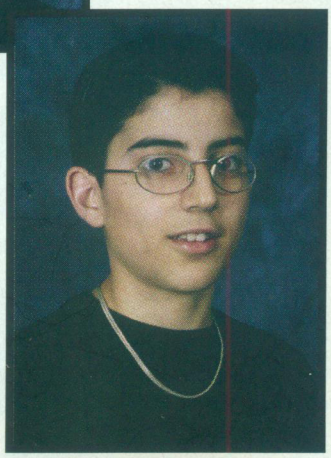
When your spell absolutely, positively has to get through, it helps to be holding three Pyroblasts.

Just ask Andrew Pacifico, 18, of Middleberg, Florida, who recently won the 16-18 year old bracket of the *Magic: The Gathering* 1998 Junior Super Series World Championships.

Pacifico was playing a blue/green deck. Avoiding the established deck names, he named his the "Five-Color Flagpole Control" deck. "Because Tradewind Riders and Walls of Blossoms are *so* flagpole (good)," he said. He used Quicksands to slow down any shadow-based assault, and his off-color cards, three Armageddons and a Fireblast, provided firepower and proved critical throughout the day.

"My best play of the tournament came in match four," Pacifico said, "I was playing against a counter-heavy deck. When I cast Armageddon, he countered, but I had a Pyroblast. He had another counter. I had another Pyroblast. He had another counter. My third Pyroblast was enough to let the Armageddon through, and he never recovered." Despite this awesome play, Pacifico considers the most valuable card in his deck to be Impulse—"Ba-roken!" he says of the card.





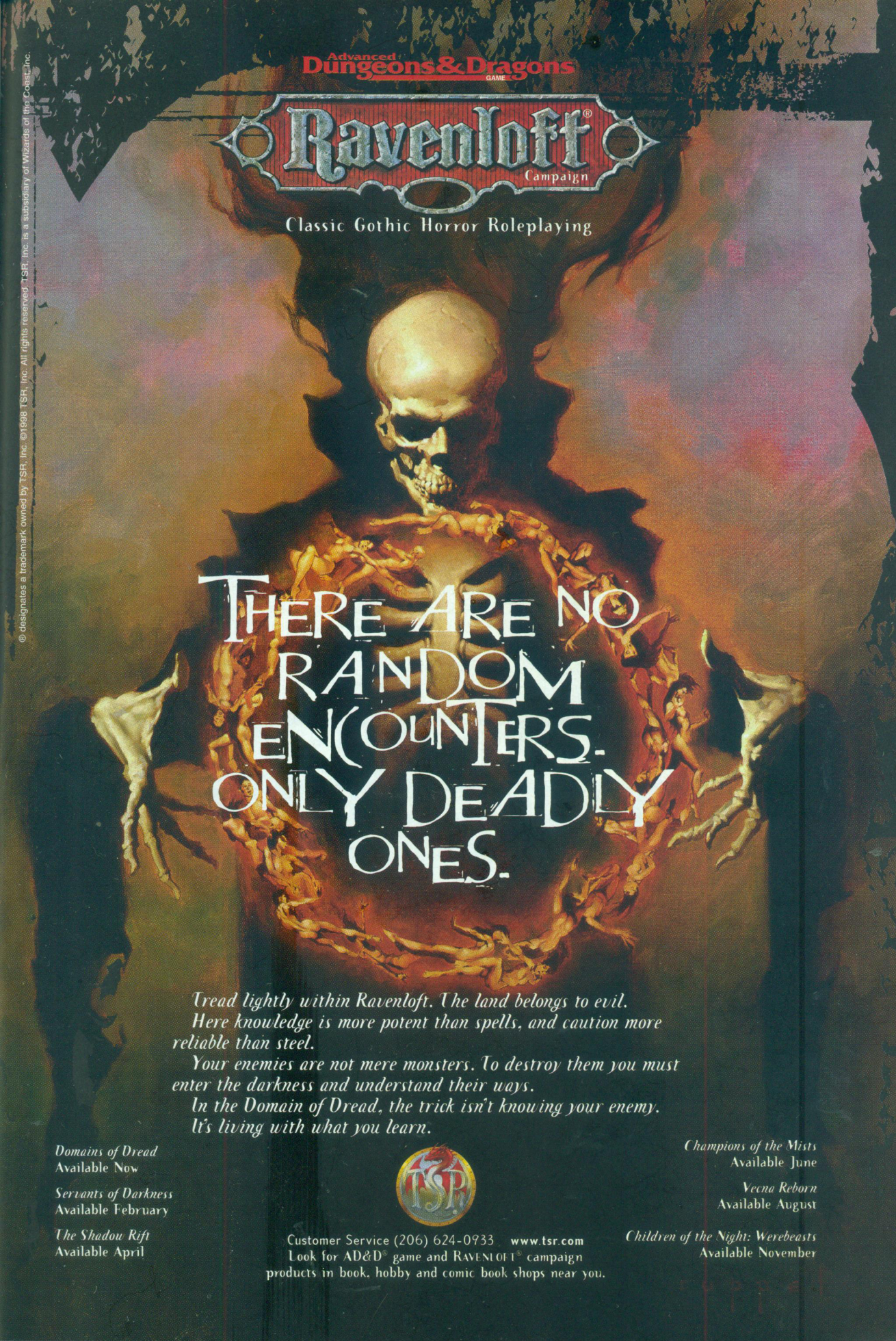
Photos courtesy of Wizards of the Coast

Andrew Pacifico (top, left) and Jay Elarar each took home $10k in scholarships from *Magic* Junior Super Series.

While that's arguable, you can't contest that it helped Pacifico walk away with $10,000 in scholarship money. Same goes for Jay Elarar of Vancouver, British Columbia, who won the 15 under age bracket.

The Junior Super Series took place this past June at Disney's Wide World of Sports complex in Lake Buena Vista, Florida. More than 250 players competed in the three-day event, battling it out in 14 rounds of play. Each finalist took home the top scholarship prize of $10,000 with the remaining top seven players from each age division receiving between $3,200 and $7,500 in scholarship prize money.

"The Junior Super Series was a huge success," said Kristine Szarkowitz, public relations coordinator at Wizards of the Coast. "This was our first big juniors tournament and we attracted some 500 spectators and players from all around the country and Canada," she said. ■ Rick Moscatello



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BEST SELLERS

TOP 10 CCGS

1. *Magic: The Gathering*
2. *Star Wars*
3. *Doomtown*
4. *Babylon 5*
5. *Legend of the Five Rings*
6. *BattleTech*
7. *Star Trek: TNG*
8. *Aliens/Predator*
9. *Shadowrun*
10. *C•23*

TOP 10 RPGS

1. *Advanced Dungeons & Dragons*
2. *Vampire*
3. *Rifts*
4. *Werewolf*
5. *Deadlands*
6. *Shadowrun*
7. *Star Wars: The RPG*
8. *GURPS*
9. *Alternity*
10. *Legend of the Five Rings*

BIGGEST MOVER

Alternity

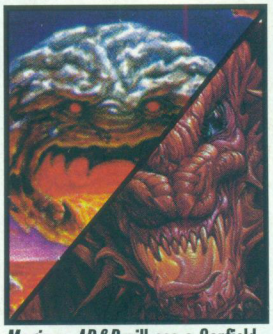
Debuting at number nine on the charts is this new sci-fi role-playing game from TSR. *Star*Drive*, a campaign setting for the system, is due out this month and should assure *Alternity* a place in the Top 10 for the foreseeable future.



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Garfield Designing Computer Games

You read it here first. In last year's top 10 predictions article ("Future Shock," *InQuest* #33) we speculated that Richard Garfield's next big design would be a network computer game. Now, less than a year later, Wizards of the Coast has announced a collaborative partnership with PostLinear Entertainment to develop three computer games.



***Magic* or *AD&D* will see a Garfield-designed computer game**

"Gamers will now get to play computer games designed by Richard Garfield and Wizards of the Coast," said Mike Davis, vice president of research and design at WotC. With Garfield's status as a premier game designer, a computer game designed by him is sure to have strong marketing appeal.

Postlinear was chosen because they have expertise in massive multiplayer games (one such, *10Six,* is a million-player real-time strategy Internet game set for release later this year), and in the creation of "limited edition digital objects"—the software equivalent of a collectible card. Their proprietary software makes online "trading card" games possible.

"Our agreement is to design and develop three titles with (WotC)," said Roland Kippenhan of Postlinear. The games are currently still in the design stage and the first one should be on store shelves in early 1999. It will be an original design set in one of WotC's worlds (either *Magic* or *AD&D*). ■ **Rick Moscatello**

BLAST FROM THE PAST

A LOOK AT *INQUEST*'S FAVORITE CLASSIC GAMES

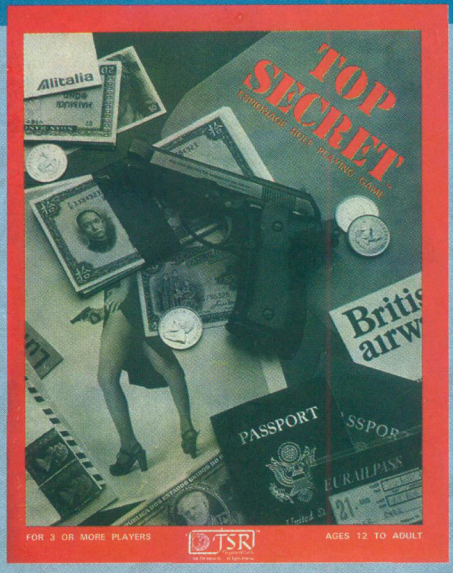


Photo by Paul Schiraldi

NAME: ***TOP SECRET/S.I.***

ORIGIN: TSR, 1980 (1st ed.); TSR, 1987

TYPE: Modern Espionage RPG

CONCEPT: You are a spy, commando, private investigator or some other kind of agent, joined with other operatives in a war. It's a secret war, fought mostly in the shadows. You have all the skills, advantages and equipment you need, but the bad guys have more. Pulp detective stories, gritty thrillers and high-adventure spy dramas are some of the stories that can be told. Included with the boxed set is information detailing a good guy agency called Orion and their evil counterpart, the Web.

LEGACY: The popularity of modern-day action adventure movies has never waned, yet few successful roleplaying games have captured this genre. *Top Secret* was one that did. It was also one of the few non-fantasy RPGs that TSR had success with. Though not strongly supported, the basic game gave the Administrator (aka Game Master) a solid foundation for creating and running covert campaigns. Also of note, *Top Secret* broke away from the basic paradigms of *AD&D*-style roleplaying and still managed to click with players.

AVAILABILITY: The *Top Secret/S.I.* line has been dead for more than a decade. Since one of the options considered viable in TSR's new *Alternity* line is to run modern-day campaigns, there's little hope it will be resurrected any time soon.

■ Sean Patrick Fannon

9:07 PM
set out for laundromat

9:13 PM
meet fellow player with
Cardassian/ ore processing deck

7:30 AM
turn boxers inside out for
one more wearing

STAR TREK™
CUSTOMIZABLE CARD GAME™

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NEWS BITES

I can give myself mouth to nose resucitation.

• Though the wacky ***Magic—Unglued*** expansion due out this month will not be tournament legal, you will be able to use cards from the set in special Extended format tourneys in this Summer's Arena league season.

• The Asia/Pacific Tournament of Champions held at the end of July in Tokyo, Japan, was expected to be the **largest gathering of *Magic* players ever,** with some 20,000 attendees.

• **Significant rules changes have been announced for the *BattleTech* CCG.** Vehicles are now easier to destroy and there is a 10-card limit on vehicles and battle armor in constructed decks. Go to www.wizards.com for full details.

• Serious players of the *Babylon 5* CCG will want to make it to VORCON 1 in Pomona, California, the weekend of October 16-18 for the ***B5* World Championships**. Check www.eternity.com for qualifiers near you as the top eight players from around the world will win free trips to the con.

• ***B5* CCG** publisher Precedence has also announced another **expansion** for the game. Titled *The Great War,* the new cards will concentrate on the military aspect of the show.

• The first ***Alien Predator* CCG expansion** is on. Publisher Harper Prism has announced that 116 more cards will be released. Titled *Alien Resurrection,* the expansion is scheduled to be sold in nine card boosters and be on sale in early fall.

• The **1998 World Championship** events for Decipher's ***Star Trek* CCG** will be held November 13th through 15th at the Chamberlin Hotel in Hampton, Virginia.

• The following weekend, November 20th through 22nd, will see the ***Star Wars* CCG World Championships,** at the Cavalier Hotel in Virginia Beach, Virginia.

• Decipher has announced it is developing a **player identification system** for use in *Star Trek* and *Star Wars* CCG sanctioned tournaments. This will protect players' ratings and the integrity of their database.

• Steve Jackson Games is working on a **reissue of *Deluxe Illuminati,*** with full-color cards.

• White Wolf Game Studio announced that award winning horror writers **Lucy Taylor and Matthew J. Costello** will be writing future books in the *Wraith* fiction line

• Activision has acquired the worldwide licensing rights to publish games based on **White Wolf's *Vampire* RPG.** The first *Vampire* release, a 3D role-playing game, is due out later this year.

• A Sony PlayStation **3D fighting game starring the X-Men** is in development at Activision. Due for release next spring, the main villains will be Mojo and Apocalypse.

• Microprose is developing ***Civilization II: The Test of Time,*** the latest in their line of Civ II games. The PC game adds such new features as animated units and the ability to travel to new maps.

• Jackie Chan will appear in his first Sony PlayStation game early next year, when Midway Home Entertainment releases its fast-paced third-person action/fighting game, ***Jackie Chan's Stuntmaster.***

• Sound Source Interactive will release an interactive **PC CD-ROM game based on** the James Cameron film **"The Abyss"** later this fall. *The Abyss: Incident at Europa* is set 6 years after the film, and you'll try to stop a mutating disease plaguing a submerged vessel.

• Activision will soon release a third-person action-exploration **game based on the film "The Fifth Element"** for the Sony PlayStation.

• **Activision Classics** will be released for the Sony PlayStation this October, collecting 30 classic Atari 2600 games such as *Pitfall!, H.E.R.O., River Raid, Chopper Command,* and *Freeway* all on one disc, for a suggested price less than $30.

• Psygnosis has licensed the recent PC games ***Age of Empires, Urban Assault,* and *Motocross Madness,*** and plans to publish them on the Sony PlayStation.

• **Nintendo 64 systems will be installed** later this year in hotels, casinos and resorts such as the Sheraton, the Ritz-Carlton and Holiday Inns, as part of a 10-year licensing agreement between Nintendo and Lodgenet.

• Author Terry Brooks (*The Sword of Shannara*) will write an **original novel based on the upcoming "Star Wars" prequel** for Del Rey books.

• George Lucas has confirmed, via the official "Star Wars" web site, that **Boba Fett has a prominent role** in the second "Star Wars" prequel.

• The **ninth "Star Trek" film,** due out this Thanksgiving, has been given the official title "Star Trek: Insurrection."

• **William Shatner will play himself** in the black comedy "Free Enterprise," mentoring a pair of Trekkies who bump into Shatner at an adult book store.

• **Jim Carrey** has reportedly signed on to star in a big-budget feature film adaptation of Douglas Adams' ***The Hitchhikers Guide to the Galaxy,*** currently in pre-production for eventual release in the summer of 2000. However, Adams—who is co-writing the screenplay—says that's baseless speculation.

• Will Smith is expected to star in a **remake of "The Invisible Man,"** which will be directed by the Farrelly brothers ("Dumb and Dumber").

• Jenny McCarthy and Jada Pinkett-Smith have both signed on to star in a big-budget **"Charlie's Angels" feature film.** Michelle Yeoh was rumored to be signed as well, but this may not be true; she reportedly said in an interview that she's looking for meatier roles.

■ By Sean (SeanJordan@aol.com) Jordan & The *InQuest* Staff

Rage and Bull

"*Rage,* Second Edition! Completely revamped! Brand new rules! Premiering at GenCon 1997!"

Didn't happen. In fact, though Five Rings Publishing has been promoting their new version of *Rage,* the combat-heavy CCG based on White Wolf's *Werewolf: The Apocalypse* role-playing game, for the past year, there's still no game. So, what's going on?

According to Edward Bolme, brand manager for *Rage,* deadlines were set, passed, set again, passed, set again. Now, as GenCon '98 looms, Five Rings is again promising to debut the game.

Bolme explains that as the game was scheduled to be released last year, Five Rings was in the midst of being bought out by WotC. This taxed the resources of then-sole-brand-manager Ryan Dancey, letting *Rage* languish under a policy of "benign neglect."

This neglect, according to Bolme, turned out to be a blessing in disguise. When *Rage* was put back on the front burner, problems were uncovered: Art that was to be contracted never was, mechanics issues still had to be hammered out, and so forth. So Five Rings spent the past year putting the game through "exhaustive, brutal playtesting," creating the game that will—honest!—premiere at GenCon '98.

New *Rage* CCG cards: If you like bloody combat, you're gonna love this game.



Rage is scheduled to begin its "Rolling Thunder" release program, whereby small sets of cards are release each month, with starters for two tribes: the Get of Fenris (militant European werewolves) and the Wendingo (militant Native American werewolves). Each month thereafter, two new tribal starters will be released—the Bone Gnawers and the Red Talons in September, Silent Striders and Shadow Lords in October. There will be two chase cards in every display of *Rage.*

Five Rings is using the original card backs and cardstock, making the new cards physically similar to the old ones. The two games are presently incompatible however, though there are plans to release "official house rules" after Five Rings examines what fans are doing. The old fan organization, Garou Nation, has been adopted by Five Rings, giving support to former members. ■ Jason Schneiderman

Rage™ & © White Wolf Game Studio, Inc.


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LOVE HOTEL
Coming August 1998
A new expansion for the
Internet's #1 Collectible Card Game
read what the critics had to say about our last expansion set:
"Overture is virtually perfect. Six out of six." -InQuest
"Overture succeeds marvelously..." -The Duelist
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Games For Brains

To be able to tell good games from bad you have to be really smart.

That's the belief of American Mensa, Ltd., a society for people who score in the top 2 percent on standardized intelligence tests. To clue the rest of us in on which games are great they hold an annual Mind Games competition—a board game playing marathon to determine which games will get the "Mensa Select" seal.

The 9th such competition was held this past June in Phoenix and five new winners emerged. They are:

•*Avalam*. A stacking strategy game by the Great American Trading Company.

• *Cube Checkers*. A new way to play traditional checkers by DCP Limited.

• *KRAM*. A word game designed by Melvyn Du Botting.

• *Spy Alley*. An espionage strategy game by Spy Alley Partners.

• *Wadjet*. A game of archaeological adventure by Timbuk II, Inc.

The chosen games appeal to a wide-range of game-playing enthusiasts and you don't have to be exceptionally intelligent to play them, according to Steve Weinreich, the chief judge.

The selected games were chosen from more than 50 entries and judged on originality, game play, play value, aesthetics and clarity of instructions. Past winners of the competition have gone on to become top-sellers and include *Scattergories* and *Trivial Pursuit*. ■ **Tom Slizewski**

MAGIC UPDATES



GENERAL RULINGS

• When a creature is not in play, all asterisks (*) in its power and toughness are considered to be zero. For example, your Volrath's Shapeshifter is 0/0 if a Clone is on the top of your graveyard. This reverses the answer to one of the "Stumpers" in *InQuest* #40.

• If a triggered ability gives each player the chance to do something, the active player (the player whose turn it is) makes choices first. For example, when Abyssal Gatekeeper dies, the active player has to choose which creature to bury before the nonactive player does.

SPECIFIC CARD RULINGS

• If Invasion Plans is in play, creatures that require paying a cost to block cannot block, because the attacking player is the one who is assigning the blocks and the defending player is the only one who could pay the necessary costs. For instance, the Plans would make a creature enchanted with Awesome Presence effectively unblockable.

• Pandemonium causes creatures to deal damage equal to their current power, not their base power. For example, if Pandemonium and Dread of Night are out and a Serra Angel comes into play, it will only do three damage.

• When Fade Away resolves, each player counts the total number of creatures he or she controls, then makes the required number of payments and/or sacrifices. All sacrifices and payments take place simultaneously. For example, if you started out with two creatures, you could either pay {2}, pay {1} and sacrifice a permanent, or sacrifice two permanents. Note that you can't play mana sources during the resolution—you have to add the mana to your pool before the Fade Away resolves.

• If a Transmogrifying Licid is Disenchanted in either form, switching forms in response will not save it from dying. It's a legal target for the Disenchant spell either way.

IQ CONFIDENTIAL



Bet you don't know what IQ Confidential has in common with corduroy pillows? Well, we both make headlines! Get it? Head lines. You see corduroy is this fabric with lines in it, when you lay your head on it the lines "print" onto your skin, making headlines. Don't hold back, feel free to laugh until you cry. When you're over it, check out these items that may be making news headlines soon.

• *Uprising*, the **first expansion for** the comic book based ***Jim Lee's C•23* CCG**, is due out this month but will likely be delayed. Fans have complained about the lack of art from superartist Jim Lee (less than 10 illustrations from the 162 card set are by Lee). There's talk of first releasing a very small expansion (perhaps only 30 cards) featuring mostly Jim Lee art and then going ahead with the larger *Uprising* set this fall.

• The **sun looks to be setting on** the fantasy roleplaying game ***Earthdawn***. Though a critical success and brimming with imagination and new ideas, it never developed a large enough fan base. Its publisher, FASA Inc., would not confirm the game's demise at press time but several staffers assigned to it have reportedly been let go.

• There are strong hints from the developers of the***Legend of the Five Rings* CCG** that the "new faction" entering the scene late in *The Hidden Emperor* storyline will be the **Ninja.**

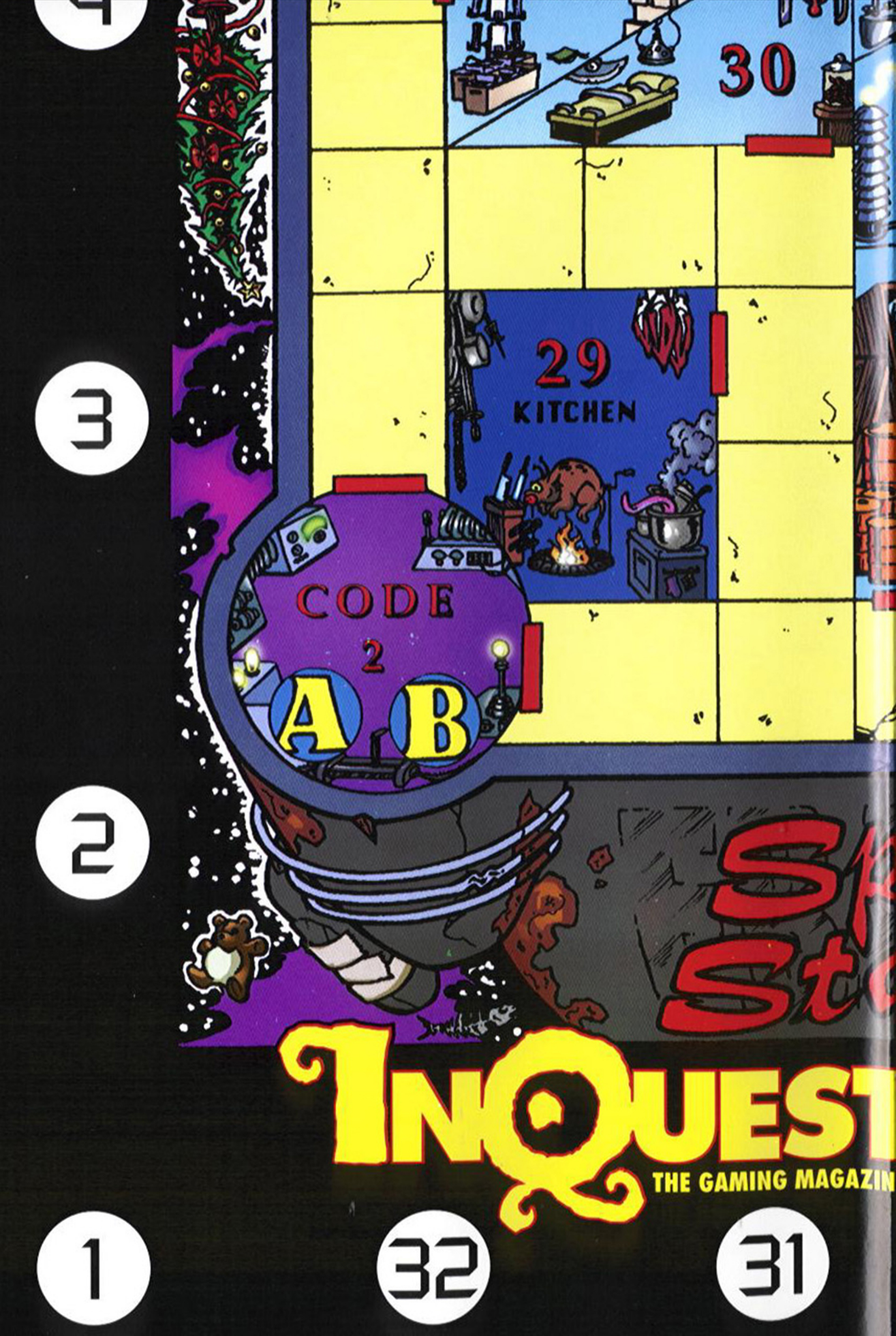
• **A new RPG from the makers of *Conspiracy X*** is on the horizon. With the working title *Extinction*, the game will allegedly take the *Conspiracy X* mythos 80 years into the future. It's going to be an entirely new system, though, and be written by C. J. Carella of *Rifts*, *Witchcraft* and *Armageddon* fame.

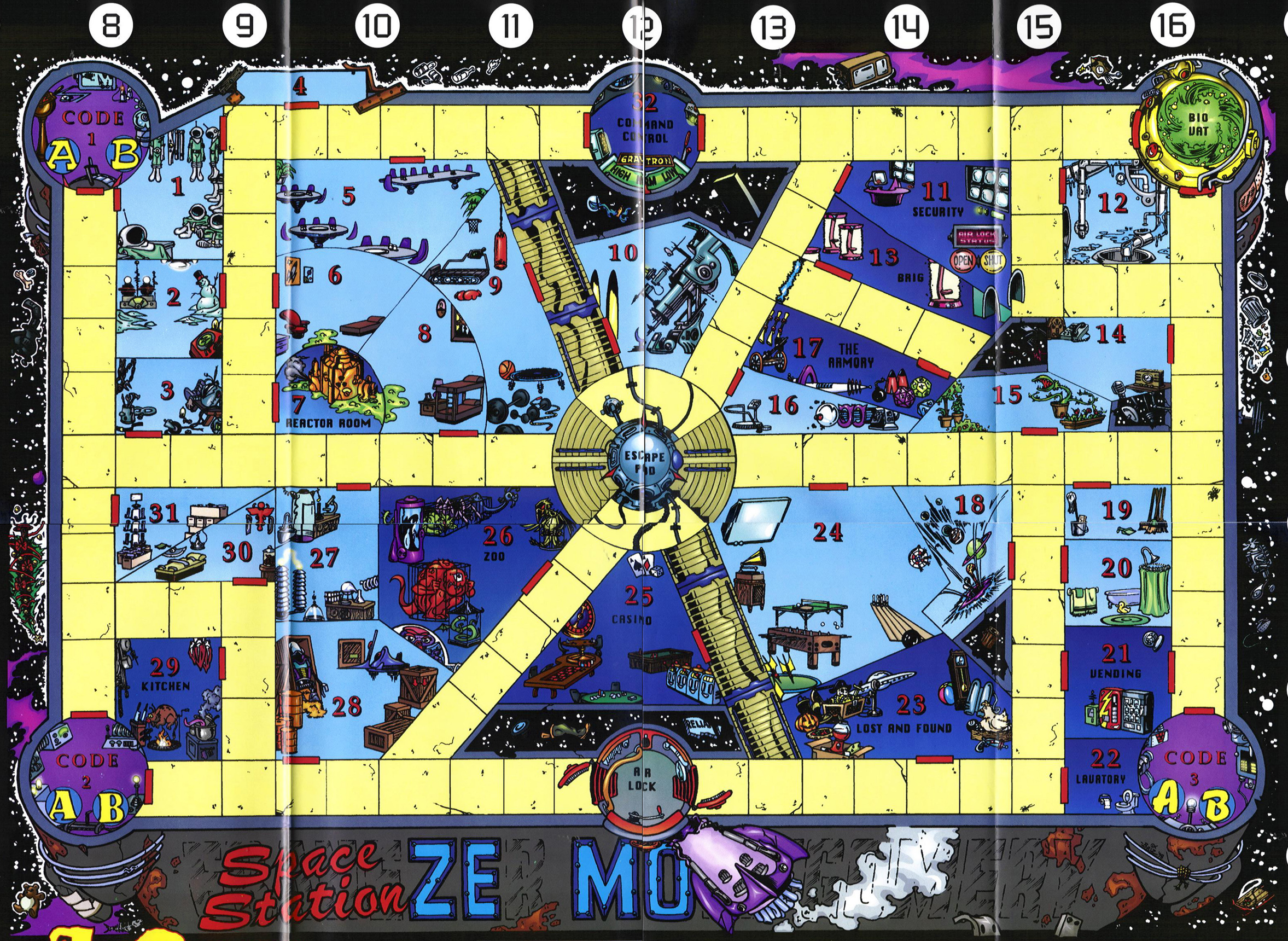
• During our investigation as to **what's up with the *Rage* CCG** (see news story on page 26) we found out a few facts about the game. 1. *Rage* will now have "stronghold" cards like *L5R* and *Doomtown*. 2. During the Alpha action phase—similar to the Battle phase in *L5R*—any player's alpha can challenge any other player's alpha. 3. As a main phase action, a Silent Strider player can discard two cards from his sept hand to remove a Wyrm enemy from play. 4. The Red Talon tribe is the only one that gains renown for killing humans. In addition, if the Talon player has five human victims in the victory pile, he wins.

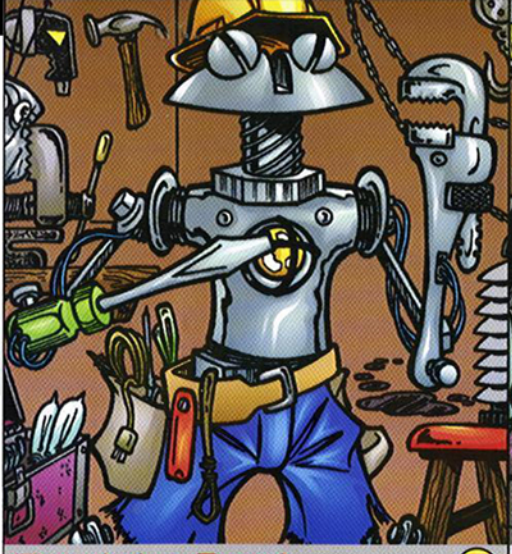
• *Scrye*, the irregularly published CCG magazine, has been **sued for a five-figure sum** in Rhode Island Superior Court by a popular fantasy artist claiming the magazine libeled him in a 1996 interview it ran.

• **Correction:** Some yahoo (OK, it was me) wrote in last month's News Bites that the *Star Wars CCG Special Edition* decks are fixed and playable out of the box. Well, they're neither and we apologize for any confusion.

Turns out all kinds of things make headlines if you lay on 'em long enough, especially barbed wire. I gotta get a band aid, see ya next month.


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Chuckie
Mush
Floyd
Pete
The Rats



Floyd the Droid (6)

Movement: 2D6 +0
Fighting: 2D6 +0
Special: *Transformer Chassis*

Floyd may use his Action to transform himself, thereby changing his Movement, Fighting and Carrying abilities. He begins the game in his basic "Hauler" form and assumes this form whenever he's sent to the Bio-Vat. Other forms:

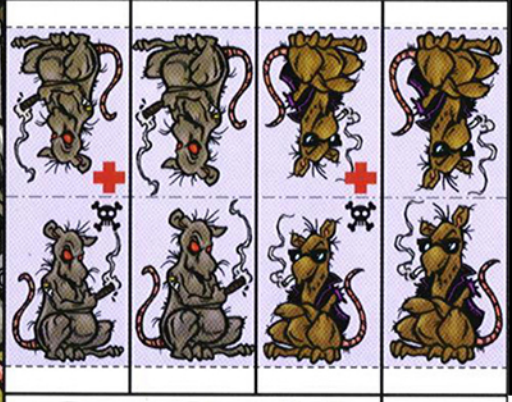
Zipper: Movement: 2D6 +2: Fighting: 2D6 -1: Carrying: ⑤
Gunner: Movement: 2D6 -1: Fighting: 2D6+2: Carrying: ⑤

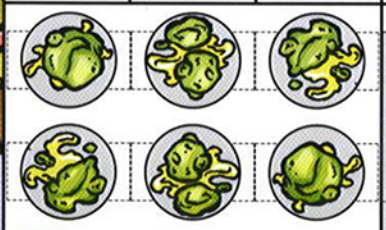


The Rats (5)

Movement: 2D6 +3
Fighting: 2D6 -2
Special: *Rat Packs*

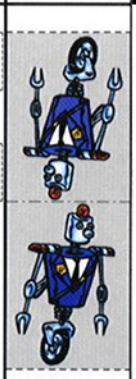
The Rats may use an Action whenever they're in a room to split into two Rat Packs or combine back into one. When Rats split, divide their Health any way you choose (not to exceed your current total). Rat player rolls only once for movement and divides up total among the two packs in any manner. When split, each Pack may conduct an Action. Rat Packs' Movement and Fighting modifiers are unchanged, but each can only carry ②. If one Rat Pack goes to Bio-Vat, they both do (recombining). Only the Rat Pack carrying the ATM card needs to be in the Escape Pod to win.

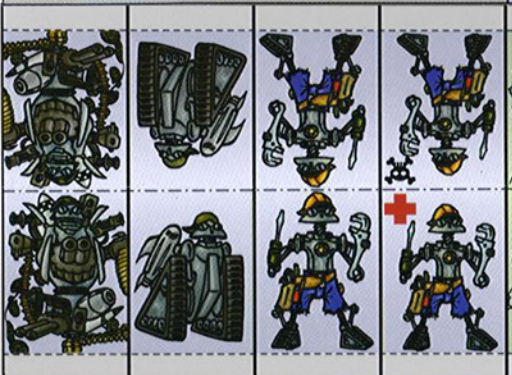


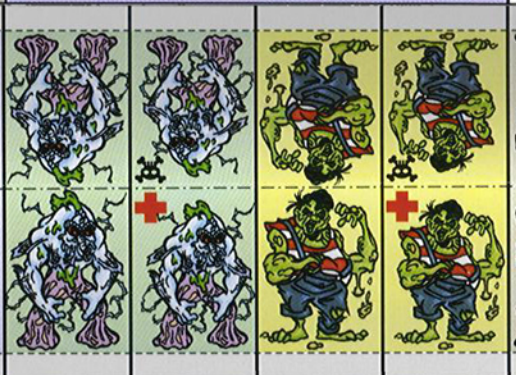


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Mush the Abomination (5)

Movement: 2D6 +1
Fighting: 2D6 +0
Special: *Das Blinkenteleporten*

Instead of moving normally, Mush may announce it's teleporting. Roll two dice, multiply the result and place Mush in the resulting room. If the result is 36, you may place Mush in any room. Either way this ends its Movement.



Chuckie the Zombie (5)

Movement: 2D6 -2
Fighting: 2D6 +2
Special: *Exploding Polyps*

Chuckie may use his Action to place a "polyp" in his current space/room. No more than one polyp may be placed in the same space. Any other character who enters a space containing a polyp takes 1D6 damage (removing the polyp). Every time Chuckie places a polyp he loses one Health.



Pete the Cook (5)

Movement: 2D6 +0
Fighting: 2D6 +1
Special: *Commando Training*

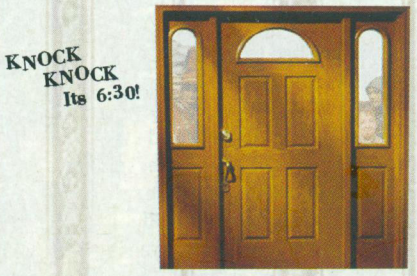
Pete may conduct two different Actions every turn. He can Fight and Pick, Push and Shoot, etc... He cannot do the same action twice.

Billy is asked to DM.

Billy has no time.

Billy says "yes" anyway.

Billy is screwed.



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AUGUST RELEASES

AD&D: Empires of the Shining Sea
Create new magic by forming alliances with outcast genies and the undead. Explore the Lake of Steam or the Lands of the Lions. Delve into magical and political history of the Calimshan area in this *Forgotten Realms* campaign expansion. TSR. Boxed set. $29.95.

AD&D: Masters of the Eternal Night
Those wacky mind flayers are at it again! In the second part of a three-part series, the illithids are attempting to extinguish the sun, and that can't be good. TSR. 32 pages. $9.95.

AD&D: A Guide to the Ethereal Plane
With links to all the elemental Inner Planes, the Ethereal Plane is one of the most traveled outer-planar realms. Now you can read about this exotic locale, where gravity and spells warp and nasty creatures like cerebral parasites make you feel very unwelcome. TSR. 96 pages. $16.95.

Alternity: Arms and Equipment Guide
Over 100 far-future items are fully detailed with descriptions, game stats and illustrations for this *Star*Drive* accessory. Whether you have your eye on some protective gear or a weapon of mass destruction, this book is a must-buy for technologically-minded *Alternity* fans. TSR. 96 pages. $16.95.

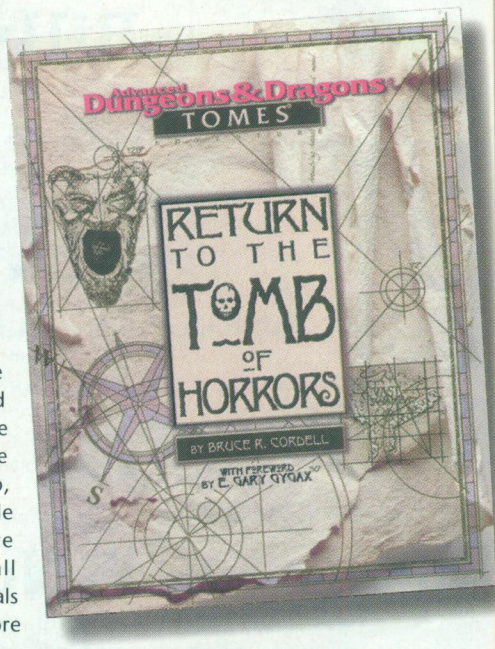
Conspiracy X: Terra Incognito: International Sourcebook
You're not in Kansas anymore, Toto. As you travel across Japan, the Australian Outback and Hong Kong, you'll encounter new enemies and allies for Aegis cells and you'll discover long lost secrets as you search through Europe and South American jungles. This supplement also provides rules for creating foreign agents. Eden Studios, Inc. 160 pages. $20.

Crusade RPG
The prophets and storytellers always assumed the final battle of the old gods would destroy the world of men. They were wrong. When the maelstrom came, the gods perished, but mankind survived. Now it's up to you to forge a new world out of this ensuing chaos. Archangel Entertainment. 256 pages. $20.

continued on page 36

Return to the Tomb of Horrors

"Every bit as deadly as the original."



In 1978, when plain old *Dungeons & Dragons* had just recently grown into *AD&D*, Gary Gygax created the ultimate death-trap. The *Tomb of Horrors* was a dungeon designed to kill high-level player characters (PCs). And even if you made it past all of the deadly rooms and pitfalls, you still had to deal with the demi-Lich Acerak. At the time, there was no villain more dangerous.

Twenty years have passed and Gygax has moved on, but the Tomb has been unearthed with the *Return to the Tomb of Horrors* boxed set. Just as dangerous as the original, this high-level module sends the PCs back to the Tomb, and beyond. But this is no simple dungeon crawl. The adventure comes complete with a small campaign setting and a series of trials that the PCs must overcome before they can even enter the Tomb.

Once they finally reach the legendary crypt, you get to whip out an exact copy of the original module, right down to the back cover's expansive list of every published *AD&D* module—all six of 'em. The module is untouched...even the stats are original 1st edition. It's a nice homage to the early days of *AD&D*.

In addition to the old reprint, the boxed set contains a 160-page book which details the adventure and settings from start to finish, full-color maps, a monster booklet and one of the best features of the package—a black-and-white illustration book with 60 excellent images to help your players see the action as the adventure unfolds.

The adventure itself is well-done. It'll take several sessions to get to the original tomb, and probably several more to get into the meat of the module. Along the way there are plenty of pitfalls and encounters to challenge even the highest-level adventurers, and it's all just a warm-up to the main event. I won't divulge any secrets here, but the vast array of puzzles and dangers is every bit as good as the original.

The module's only major failing is that the overall story has little play in the actual adventure. It could have been inter-woven better with many of the encounters, but it's clear that this is "dungeon" crawl first, and that's just fine. Kudos to TSR for doing the original *Tomb of Horrors* justice by putting out the best mega-adventure since *Dragon Mountain*. ■ **Jeff Hannes**

the box

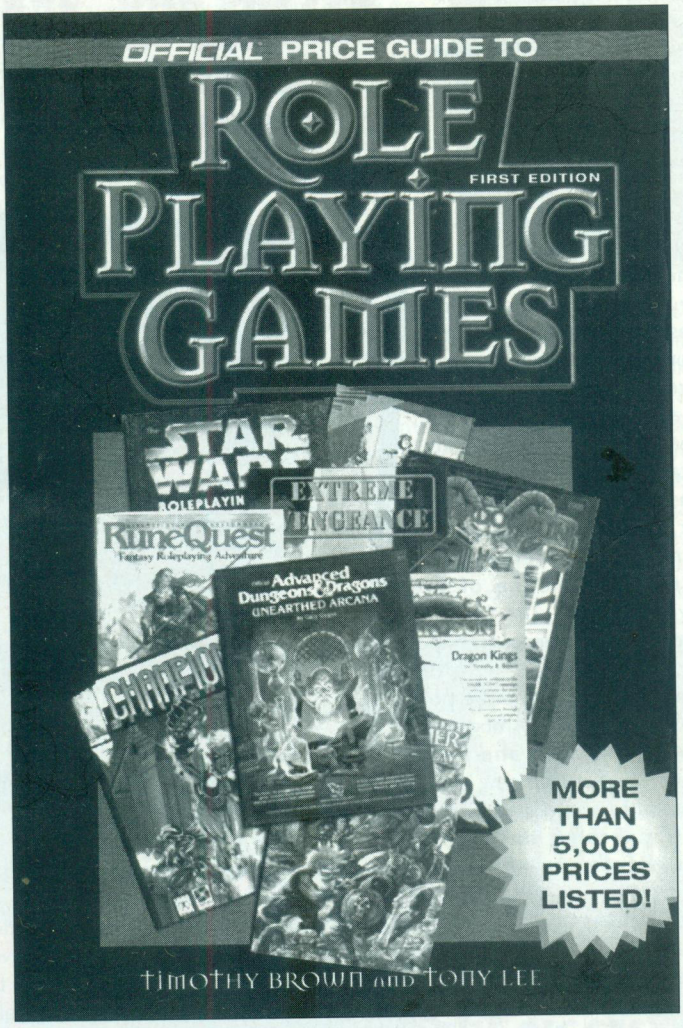
RETURN TO THE TOMB OF HORRORS

GAME: ***AD&D***
PUBLISHER: **TSR**
GENRE: **FANTASY**
RELEASE: **JULY 1998**
PACKAGING: **BOXED SET**
SUGGESTED RETAIL: **$29.95**

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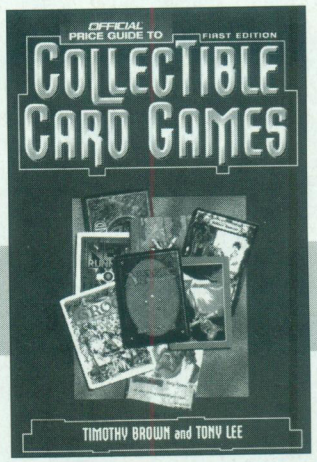


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Extraordinary Adventures of Baron Munchausen

Don your tricorn hat and hitch a ride on a cannonball to match wits with the biggest teller of tall tales ever born. Yes, friends, it's an RPG written by Baron Munchausen himself. Naturally the Baron sneers at resolving actions with mere dice, so he uses gambling and fine wine instead. Hogshead Publishing. 24 pages. $5.95.

Legend of Five Rings RPG: Tomb of Iuchiban

Alderac does the classic tomb raid *L5R* style as the characters face the dread sorcerer Iuchiban in his hidden lair. *L5R*'s second boxed set contains adventures, a map of the tomb and all the info you'll need to run hours of underground fun in two 96 page books. Alderac Entertainment Group. $29.95.

Magic: Art of Magic Poker Decks

So you're a big poker fan *and* a big *Magic* fan... Now you get 'em both in the same package. That's right. Not only is it suitable for card games of all types, but the *Magic* poker deck face cards each come with one of your favorite *Magic* illustrations: Shivan Dragon, Serra Angel, Jester's Cap. Wizards of the Coast. Two 54-card decks. $12.99.

RuneQuest: Slayers

A new incarnation of the classic *RuneQuest* RPG, *Slayers* is characterized by quick and fierce battles while managing to keep all the strengths of the classic game it's based on. No sign of Lina Inverse, though, plucky heroine of the popular anime fantasy series of the same name. Avalon Hill Game Co.

Shadowrun 3rd Edition

The bestselling RPG gets a whole new look and feel. Though the core rules remain essentially the same, this edition presents them in a more user-friendly style. Also updates the *Shadowrun* timeline. FASA Inc. $25.00

Vampire Dark Ages: Transylvania Chronicles 2

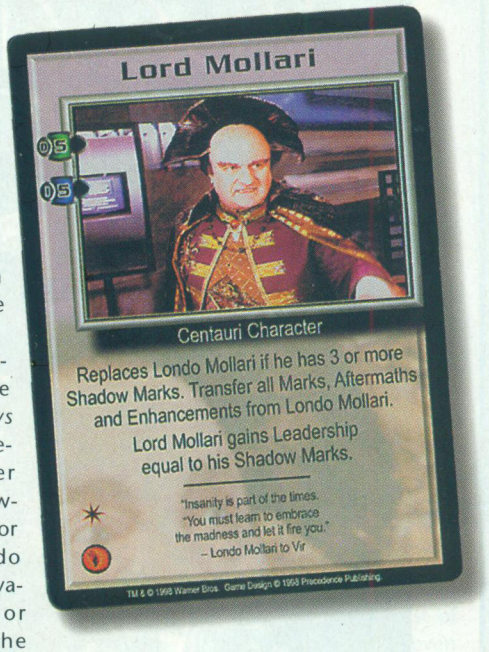
It isn't a great time to be dead in Wallachia, but at least things are about to get worse, because you're poised on the cusp of the Anarch Revolt. Get drawn into the schemes of a little princeling named Vlad Tepes. Trust us, this guy won't amount to a hill of beans. White Wolf Games. 120 pages. $15.00.

[ONDECK]

The Shadows

The Shadows are nasty, ruthless and very powerful. In *The Shadows*, the first expansion for the *Babylon 5 CCG*, they're all over the place. Luckily, the Vorlons are around to keep them in check—that is, if someone is actually playing with Vorlon cards in his deck...

"Set the Shadows and Vorlons against each other and watch the sparks fly."



The main focus of the set is not just the Shadows, but all of the events going on when they started showing themselves openly—that means the Vorlons have a presence as well. However, you don't actually play as the Shadows or Vorlons. Instead, your group—Humans, Centauri, Narn or Minbari—can sponsor cards for one of these elder races.

Keeping the theme of following the timeline of the television series, *The Shadows* includes several new, more experienced versions of older characters, including more powerful incarnations of Ambassador Kosh, Mr. Morden and Londo Mollari. There are no new innovations as far as card types or additional rules, but with the increased presence of the Vorlons and Shadows, you might end up starting the Shadow War.

What makes *The Shadows* a great expansion is the impact it has on the overall game. The expansion makes *B5* more playable, adding cards that make several of the original cards more useful and cards that stop some of the strategies that were too abusive. There are also some great general utility cards, like Mobilize Reserves, which allows any non-homeworld fleet to ignore the restriction that it can only participate in a conflict targeting you. The unrest rules, which really weren't explored in the original game, become a significant factor now. There are enhancements that can make cards more expensive or force you to discard cards from play, so watch out. On the down side, if one person is supporting the Vorlons or Shadows and the other race is not represented, it can be a little one-sided. Plus the game is still rare-driven; you do get two rares per pack, but there are 100 rares! And despite the changes, there are still some degenerate decks out there.

But overall, *The Shadows* expansion adds a lot to the game, especially if you play the game with four people. It really balances things out, and it'll allow players to beef up their decks and win with style.

■ Jason Robinette

the box

THE SHADOWS

GAME: ***BABYLON 5 CCG***
PUBLISHER: **PRECEDENCE**
GENRE: **SCIENCE FICTION**
SET SIZE: **203 CARDS**
RELEASE: **JUNE 1998**
PACKAGING: **12-CARD BOOSTER PACKS**
SUGGESTED RETAIL: **$2.95 PER BOOSTER**

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RATINGS: THE BEST | TOP NOTCH | GOOD | OKAY | WEAK | CRAPPY

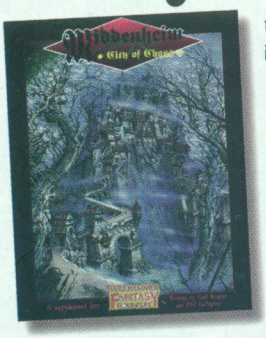
[ONDECK]

"Plenty of heads to break."

Middenheim: City of Chaos

The classic "Enemy Within" *Warhammer* RPG campaign ranks as one of the best campaign settings ever published. Hogshead's edition of *Middenheim: City of Chaos* is a worthy supplement for this setting, one which details a bustling Renaissance pseudo-German citystate.

Middenheim offers up a solid mix of background and practical material, all neatly and sensibly organized. You get essays on city politics, the military, law enforcement, temples, cults, guilds—and suggestions on drawing characters into any of these factions.



You also get great practical material, like a full-color fold-out player's map. *Middenheim* has tons of basic building blocks of city adventuring: adventure ideas, encounters with over 25 character types, price lists, city watch schedules, a gazetteer describing each city quarter and a chapter filled with descriptions of typical shops—including scads of floor plans ranging from the ruler's palace to Drucker's Printshop.

There's something for every level of game play in *Middenheim*. If the PCs want to bash bad guys, no problem. There are plenty of heads to break, from merchant-class cultists grousing against the nobility to liches lairing in the sewer system. Want to hob-nob with the elites? There are bios and stats for many of Middenheim's well-to-do—even notes on where they hang out after work.

The best aspect of *Middenheim* is its adaptability. Most of the material can easily be modified to suit a wide variety of fantasy campaigns and game systems.

No book is perfect, of course. Many essays are necessarily brief, given that this is a 96 page book rather than a boxed set. And while the many floorplans are cool, many aren't very detailed. But considering all you *do* get for $16.95—including a color city map—*Middenheim* is a fantastic deal.

There have been some excellent fantasy city supplements published over the years, from the legendary *Citystate of the Invincible Overlord* to L5R's *City of Lies*. *Middenheim*, in terms of quality and value, ranks as one of the very best. ■ **Paul Sudlow**

the box

CITY OF CHAOS

GAME: ***WARHAMMER FANTASY ROLE-PLAY***
PUBLISHER: **HOGSHEAD PUBLISHING**
AUTHOR: **CARL SAGENT**
FORMAT: **96 PAGES**
GENRE: **FANTASY**
RELEASE: **JUNE 1998**
SUGGESTED RETAIL: **$16.95**

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LINK-BELT
Magic

UNDER CONSTRUCTION

How to build riveting *Magic* decks for any tournament format

By the InQuest staff

Classic, Classic Restricted, Extended, Standard... There are so many different tournament formats these days, it's hard to figure out which one to play in. Sure, Standard is the most popular, but what if you want to use some of your old cards? Well, there's Extended, but what if you want to take advantage of those Moxes you traded your soul for?

Well, why not construct a deck that works in *any* of these formats? It may sound like an impossible dream, but a solid theme can work in multiple formats. As long as you limit your foundation to cards that are legal in Standard, you can make the deck fit into any of the major formats. In the next few pages, we'll show you how you can adapt a basic concept to the three most popular constructed-deck formats: Standard, Classic and Extended.

THE FOUNDATION

For our foundation we decided to start with a cool concept that is also capable of delivering some punch—Slivers. There are many ways to go with a Sliver deck, but if you want it to be effective, there are a few cards with which you should definitely begin.

The green Muscle Sliver is the only one of its kind with cumulative effects; the more you have in play, the better. The blue-white Crystalline Sliver makes your basic strategy viable by protecting your creatures. Black-red Acidic Slivers are the next best, but let's keep the foundation manageable by limiting it to three colors. Blue Mnemonic Slivers give you card-drawing power, always a useful ability, and the green-white Victual Slivers give you massive life-gaining potential.

Rounding out the basic Sliver strategy are two must-haves—Heartstone and Sliver Queen. Okay, so the Queen's more than three colors, but we'll deal with that problem later. With an artifact cost, Heartstone fits into our plans nicely and drops our sliver abilities down to a single mana per effect. This is the basic foundation of a deck that can work in any tourney format. Now, all we have to do is build the rest of the structure, tailoring each deck to its tournament environment.

TODAY'S STANDARD

With ridiculous cards like Pandemonium and Hatred coming out in each new expansion, and older sets rotating out, the Standard environment (Type II) is constantly changing. However, as long as 5th Edition is the basic set there are a few constants, like Armageddon, Wrath of God and dual lands. Throw Cursed Scroll into the mix and you've got a lot to consider when building a deck for Standard.

Decks relying on creatures will usually need some sort of defense against these spells to be effective. The most reliable defense is counter magic, but the lack of dual lands makes it difficult to include the original two-blue Counterspell unless you've already got a focus on blue. This is why the easier-cast Mana Leak makes a big difference in Standard; its one-blue, one-other casting cost makes it splashable into decks with three or more colors. Null Brooch is another option—but only if your deck intends to unload spells quickly.

Cursed Scroll has become so popular that it's another card you can count on running into. If you can't get rid of it, can you and your creatures withstand a two-point smack every turn? And if you can't counter an Armageddon, how will your deck do in the post apocalypse? A good Standard deck needs to consider all of these factors.

THE STANDARD DECK

In Standard, you need to focus on one primary strategy, even more so than in other formats. Try and do too many things and you'll get blown out of the water if your opening draw is even slightly off. If you're using Slivers, then they're your focus—and beating down your opponent by attacking with them.

But creatures are fragile, and unless you have a way

Card photo: Paul Schrader. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.

THE CORE CONCEPT

ARTIFACTS
1 Heartstone

BLUE
2 Mnemonic Sliver

GOLD
4 Crystalline Sliver
1 Sliver Queen
2 Victual Sliver

GREEN
4 Muscle Sliver



STANDARD SLIVERS

ARTIFACTS
1 Coat of Arms
2 Heartstone
1 Null Brooch

GOLD
4 Crystalline Sliver
2 Sliver Queen
2 Victual Sliver

BLUE
4 Mana Leak
2 Mnemonic Sliver
2 Winged Sliver

GREEN
4 Birds of Paradise
4 Muscle Sliver
2 Natural Order
2 Survival of the Fittest

WHITE
2 Disenchant
2 Shackles

LAND
3 Adarkar Wastes
3 Brushland
2 City of Brass
5 Forest
4 Gemstone Mine
5 Island
2 Quicksand



to protect them, you won't be able to set up much of a strategy. The card that makes this deck viable is the Crystalline Sliver. Wrath of God can still take them out, so into the deck go protection spells like Mana Leak and Null Brooch. In order for the Sliver strategy to be effective, it is critical that you get a Crystalline into play as soon as possible, ideally followed by a Muscle Sliver or two. Survival of the Fittest fits the bill perfectly, letting you dump unneeded Slivers—most notably, duplicates of ones you already have in play—for the key ones.

And then there's the Queen. Between all the pain lands, depletion lands and other difficult-to-use multilands, getting her into play can be a problem. The answer is Natural Order, an oft-forgotten *Visions* sorcery that lets you sacrifice a green creature to search your library for a green creature and put it into play.

The ideal combo goes something like this: first-turn Birds of Paradise, second-turn Crystalline Sliver, third-turn Natural Order (sacrificing the Birds) and presto! Untargetable 7/7 creature. Hang onto a Mana Leak for the Wrath of God and it's lights out for your opponent.

CLASSIC MOVES

Make no bones about it, the Classic Type I environment is all about high-powered, high-cost cards. Sure, it's possible to win without the big guns, but your typical Classic deck will include the "Power Nine"—Ancestral Recall, Time Walk, Timetwister, Black Lotus and the five Moxes. These cards are no-brainers; if you're not planning on playing blue, add some dual lands.

Classic is also the only sanctioned tournament format which has cards that are restricted to one per deck. Obviously the Power Nine are among these, but there are several other potent cards that work in a wide variety of decks. Some of the best and most useful include Demonic Tutor, Regrowth, Sol Ring and Wheel of Fortune.

Contrary to popular belief, it's not enough to just throw a bunch of restricted cards into your deck. Like any good tournament deck, you need a theme. Fortunately, the options in Classic are truly limitless. One of this format's greatest advantages is speed. In other tournament formats, many strategies don't work because they take too long to set up—but not in Classic. Thanks to colorless speed inducers like Sol Ring and the Moxes, just about any deck concept can work.

THE CLASSIC DECK

So what kind of theme can you build around a dozen Slivers? Well, obviously there's the creature aspect. With dual lands at your disposal, you can include juicy critters like the Acid and Barbed Slivers. That's a good start, but in this high-powered environment, you're going to need something more.

For the secondary theme, how about taking lots of turns to make the most of those Slivers. The deck's already got a Time Walk, and thanks to Reclaim—*Exodus*' instant Regrowth—there are some big-time possibilities for recursion. Throw in a Timetwister and some library manipulation, and you've got the tools to set yourself up for infinite turns.

Of course, this concept isn't going to work if you don't draw your Time Walk. Fortunately, there are plenty of cards that can help you. Demonic Tutor and Vampiric Tutor will help you dig the Walk out of your deck if you don't draw it in your initial hand, as will Timetwister and Wheel of Fortune. And in a pinch, Time Warp makes a fine backup.

So where do the Slivers fit into all this? Besides being your source of damage-dealing, there is a potent combo which makes the deck click: Sliver Queen, Mnemonic Sliver and Heartstone. Put 'em together, and cards are yours for a mere two mana each. This makes spells like Vampiric Tutor and Reclaim much more potent, allowing

you to get that Time Walk or Timetwister into your hand quickly.

The real key to the deck is Timetwister. While the Time Walk lets you take the extra turns, the Timetwister keeps it going by continually giving you cards to recycle the Walk. With enough mana, you can reasonably set up an infinite-turn combo by turn six or seven—at which point you can kick your opponent's butt with Slivers. What fun!

Extended Play

Extended falls somewhere between the "anything goes" Classic environment and the "only the new stuff" Standard tourney scene. With cards from *The Dark* on, Extended features a number of high-powered options—dual lands, Icy Manipulators, Hymn to Tourach, Jester's Caps—without the pain of the really expensive or abusive cards. In fact, any card which is restricted in the Classic format is out-right banned in Extended.

With so many more sets to choose from than Standard, obviously, there are lots more deck types and strategies to consider. In general, expect quicker, more versatile play as players have access to multilands and more artifact mana. Don't count creatures out either. Extended has a slew of great creatures from which to choose, so most decks are high in creature elimination or mass destruction of some form. Finally, prepare to fight it out against cards that you may have forgotten, but once gave you fits: Jester's Cap, Erhnam Djinn, Autumn Willow, or even *Fallen Empires*' thrulls.

The Extended Deck

The gist of the Extended Sliver deck is card advantage. In almost any game of *Magic*, if you consistently outdraw your opponent, you're going to be able to play more creatures, more spells and more artifacts—eventually running over the poor boob like a possum on the Autobahn. If your opponent doesn't have that Wrath of God in his hands to get rid of your untargetable slivers, or you draw that timely Icy Manipulator to pave the way for your guys, he's roadkill.

To build the Extended deck, we followed this simple rule: What cards in Extended can we abuse? The cheap discarding ability of Hymn to Tourach came to mind, as did the card-drawing ability of Elkin Bottle. Throw in Mnemonic Slivers for card-drawing powers, then put the discarding together with an *Ice Age* Mind Warp, the Mindwhip Slivers and The Rack for damage from a low hand size, and you've got the makings of an old-fashioned hand-destruction deck. The rest is pure creature beatdown.

The InQuest *staff are like slivers; the more you have in one place at the same time, the more obnoxious they get.*

CLASSIC SLIVERS

ARTIFACTS
1 Black Lotus
1 Heartstone
1 Mox Emerald
1 Mox Jet
1 Mox Pearl
1 Mox Ruby
1 Mox Sapphire
1 Sol Ring

GOLD
2 Acidic Sliver
4 Crystalline Sliver
1 Sliver Queen
2 Victual Sliver

BLACK
1 Clot Sliver
1 Demonic Tutor
2 Vampiric Tutor

BLUE
1 Ancestral Recall
2 Mnemonic Sliver
1 Recall
1 Time Walk
1 Time Warp
1 Timetwister

GREEN
4 Muscle Sliver
3 Reclaim
1 Regrowth

RED
1 Barbed Sliver
1 Wheel of Fortune

WHITE
2 Disenchant
3 Swords to Plowshares

LAND
1 Bayou
4 City of Brass
1 Plateau
2 Savannah
1 Scrubland
1 Taiga
2 Tropical Island
3 Tundra
1 Underground Sea
1 Volcanic Island



EXTENDED SLIVERS

ARTIFACTS
1 Elkin Bottle
1 Heartstone
1 Icy Manipulator
1 The Rack

BLACK
2 Clot Sliver
3 Mindwhip Sliver
2 Dark Banishing
4 Hymn to Tourach
1 Mind Warp
2 Necropotence
1 Vampiric Tutor

BLUE
2 Mnemonic Sliver

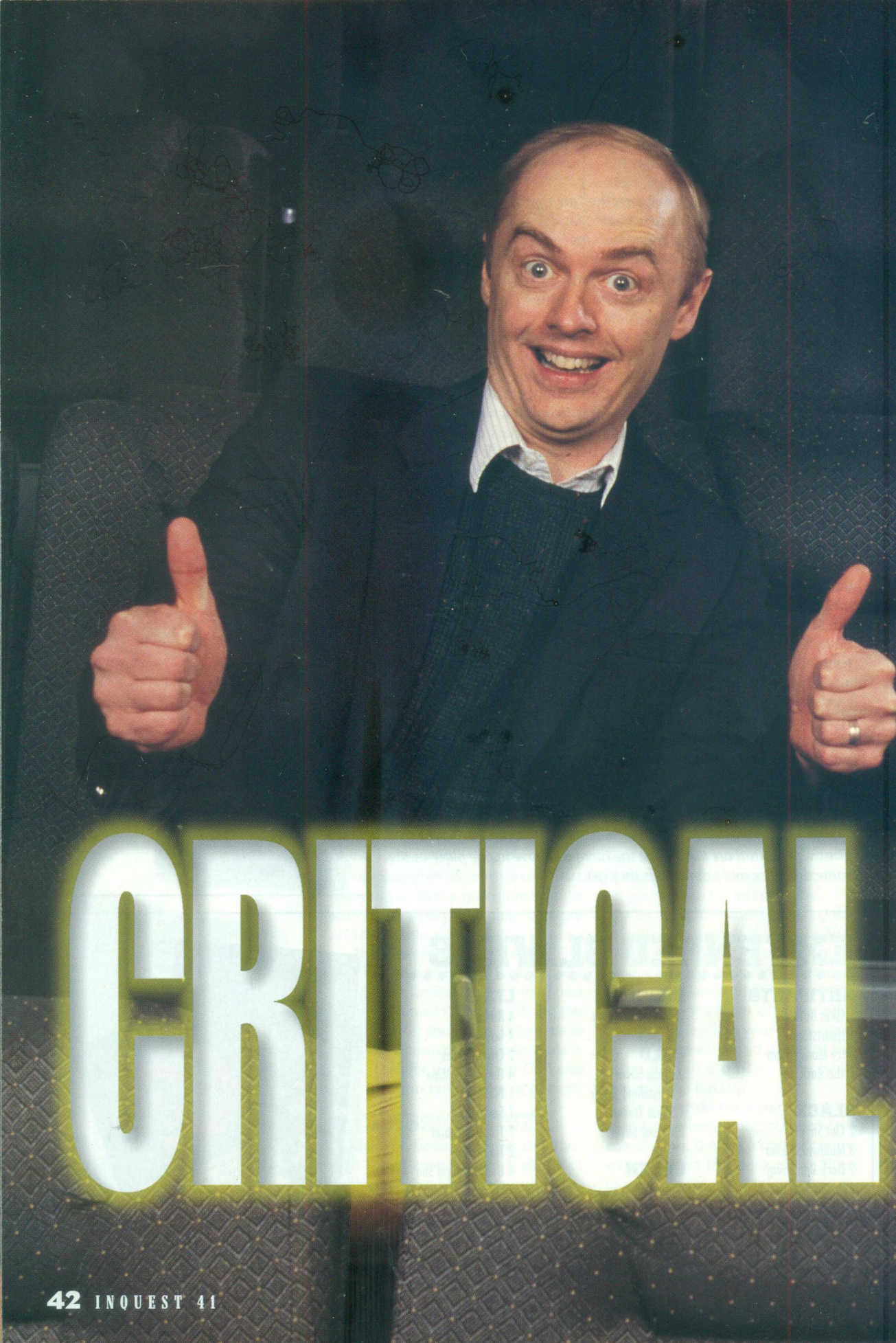
GOLD
2 Acidic Sliver
4 Crystalline Sliver
1 Sliver Queen
2 Victual Sliver

GREEN
4 Muscle Sliver

WHITE
1 Disenchant
1 Wrath of God

LAND
4 Badlands
4 Bayou
2 City of Brass
4 Gemstone Mine
1 Plateau
1 Savannah
1 Tropical Island
2 Tundra
4 Underground Sea
1 Volcanic Island




CRITICAL



HITS

InQuest picks the top 20 roleplaying games of all time

By Sean Patrick Fannon, Jason Schneiderman and the *InQuest* staff

WE'VE DONE IT WITH CARD GAMES.

We've done it with books.

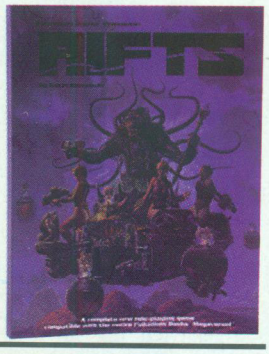
So, we figured, how tough could it be to assemble a list of the best RPGs of the past 20 years? You know, the ones that everyone ought to try when they get the chance. And, we figured, since RPGs are longer than most books and more plentiful than CCGs, we'd do a more manageable list. Say, the top 20. We gathered our intrepid staffers, herded them into the warehouse with a crate full of dice, 10 reams of paper and a gross of pencils and sent them to work.

A few weeks later, the last of them emerged, twitching and muttering "*Immortal... WitchCraft... Synnibar...*" to himself over and over again. We'll miss him. But we got our list.

PHOTOS BY PAUL SCHIRALDI.
SPECIAL THANKS TO LOWES THEATERS IN WEST NYACK FOR HELPING US OUT. YOU RULE.

20. RIFTS

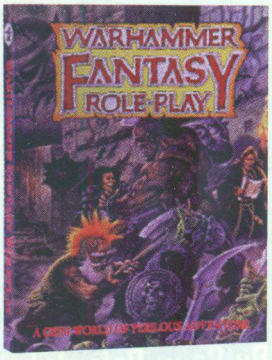
Publisher: Palladium Books
Release Year: 1983
Core Book: *Rifts*
Approximate Retail: $25
The Gist: In a far-flung future, Earth is ravaged by interdimensional rifts, through which anything and everything comes through.
Why It's Cool: One of the industry's few outstanding sci-fi RPGs, *Rifts* is an "everything and the kitchen sink" game. Robots, magic, psionics, cybernetics. You name it, the *Rifts* setting has it.
Why It's #20: No major points for originality in the game mechanic sections—they're a loose variation on *Dungeons & Dragons*—but scads of fans continue to make *Rifts* one of the all-time best sellers.



Completeness:	B+
Setting/Genre:	B+
Character Generation:	B-
Combat/Skill Resolution:	C+
Presentation:	B+
Coolness/Innovation:	A-

19. WARHAMMER FANTASY ROLE-PLAY

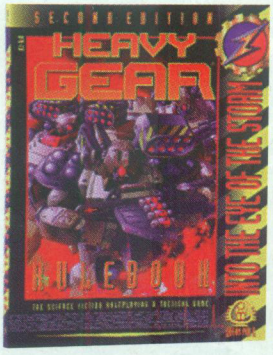
Publisher: Hogshead Publishing
Release Year: 1986
Core Book: *Warhammer Fantasy Role-play*
Approximate Retail: $28
The Gist: It's high fantasy with a dark edge, set in the incredibly detailed and dynamic *Warhammer Fantasy* universe.
Why It's Cool: The sheer "bash heads" fun of the *Warhammer* miniatures game shines through. There are over 100 character archetypes to choose from in the core book alone, letting you jump right into the action.
Why It's #19: More story-oriented roleplaying fans may struggle with miniatures-oriented game rules, but it tracks nicely with the extremely popular *Warhammer* universe. Plus, the truly European flavour of England's favourite game gives the setting a unique feel.



Completeness:	B
Setting/Genre:	A-
Character Generation:	B+
Combat/Skill Resolution:	B-
Presentation:	B
Coolness/Innovation:	B-

18. HEAVY GEAR

Publisher: Dream Pod 9
Release Year: 1994
Core Book: *Heavy Gear Rulebook*
Approximate Retail: $30
The Gist: Anime-style giant robots blow things up amidst personal angst and political intrigue.
Why It's Cool: A well-developed setting, excellent artwork and a faithful presentation of a very popular genre stand out. There's a great focus on roleplaying, but there's also plenty of opportunity for bashing things in tactical miniatures-like combat.
Why It's #18: There are several sci-fi anime-style RPGs on the market; despite some overly complex core mechanics, *Heavy Gear* is the best.



Completeness:	B+
Setting/Genre:	B+
Character Generation:	B
Combat/Skill Resolution:	B-
Presentation:	B+
Coolness/Innovation:	B+

GRADES

All the games on our list are commonly available at game stores. After all, what good is a great game if you aren't able to get it and play it, right? Each was judged in the following categories:

COMPLETENESS/SUPPORT: A measure of how much material is available for a game, along with how much of that material is necessary to run that game well.

SETTING/GENRE: Is the game world interesting and developed enough to run campaigns in? Alternately, this also measures how well a game models a particular type of story, rather than a specific place. *Champions*, for example, doesn't have much of a setting, but does a lot to help create a superheroic type of adventure.

CHARACTER GENERATION: You can't play any of these games without making a character, so this is usually the first side of a game that a player experiences.

COMBAT/SKILL RESOLUTION: Roleplaying is about conflict. A good system allows a player to get the dice-rolling out of the way as quickly as possible; going from decision to result should be smooth. If it's a great game, it'll be fun as well.

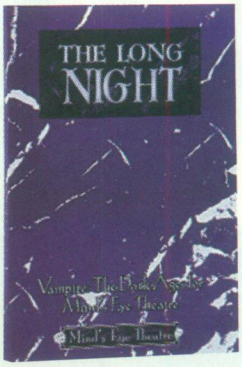
PRESENTATION: The days when you could sell a spiral-bound game run off on the school ditto machine are long gone. This category takes into account all the aesthetic aspects of a game, like writing and art.

COOLNESS & INNOVATION: What separates a game you play from one you read and leave on the shelf. It's a combination of new ideas, interesting execution and the all-important "fun factor."

We graded each category just like your school report card. However, the first four categories, being the most important, were weighted twice when determining the final tally.

17. MIND'S EYE THEATRE

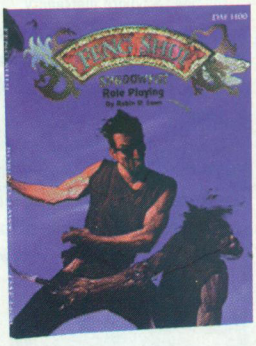
Publisher: White Wolf Game Studio
Release Year: 1993
Core Book: *The Long Night*
Approximate Retail: $11
The Gist: You're a vampire. No, really. In *Mind's Eye Theatre*, the live-action version of *Vampire: The Masquerade*, you get to walk, talk and act like a vampire.
Why It's Cool: *MET* offers the chance to dress up, chew the scenery and focus on acting rather than numbers. There are no dice, giving you a chance to get deeply into character.
Why It's #17: The game as a whole is still largely undeveloped, and "sanctioned" games have more errata than *Magic*. But you can learn the rules in five minutes and live-action gaming is a great way to bring large groups of new gamers into the hobby.



Completeness:	B
Setting/Genre:	B+
Character Generation:	B+
Combat/Skill Resolution:	B+
Presentation:	B-
Coolness/Innovation:	B+

16. FENG SHUI

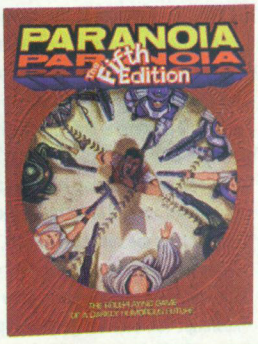
Publisher: Daedalus
Release Year: 1996
Core Book: *Feng Shui*
Approximate Retail: $30
The Gist: Time-traveling, dimension-hopping warriors defend the world from mad scientists, twisted sorcerers and shadowy conspiracies, kicking tons of ass in the process.
Why It's Cool: No game better captures the excitement of being in an action movie, whether it's a Jackie Chan martial arts jam or the latest Schwarzennegger shoot-out.
Why It's #16: *Feng Shui* gets high marks for rapid pace, genre accuracy and creative combat, but the different settings aren't explored very deeply and character generation is limited.



Completeness:	B
Setting/Genre:	B+
Character Generation:	B-
Combat/Skill Resolution:	B+
Presentation:	A
Coolness/Innovation:	A-

15. PARANOIA

Publisher: West End Games
Release Year: 1984
Core Book: *Paranoia*
Approximate Retail: $20
The Gist: You're a secret agent in a high-tech "utopia" run by an insane computer. Think George Orwell meets the Three Stooges.
Why It's Cool: Paranoia's Alpha Complex setting perfectly mixes satire and slapstick. Each session is loaded with backstabbing, betrayal, butt-kissing and endless high-technology mishaps. And, since each player has six lives to spend, you can die in lots of interesting ways and keep on playing.
Why It's #15: Despite mechanics that are nothing special, Paranoia succeeds at being the best of all humor-oriented RPGs.



Completeness:	B
Setting/Genre:	A-
Character Generation:	B
Combat/Skill Resolution:	B
Presentation:	A-
Coolness/Innovation:	A-

14. ARS MAGICA, FOURTH EDITION

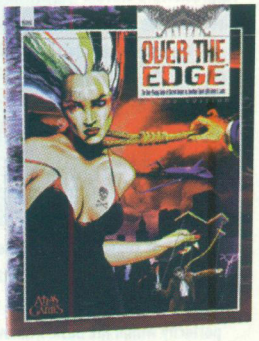
Publisher: Atlas Games
Release Year: 1996
Core Books: *Ars Magica* and *Houses of Hermes*
Approximate Total Retail: $35
The Gist: A historically accurate fantasy version of medieval Europe, centered on a great society of wizards.
Why It's Cool: The game takes place on a legendary scale—each session is a season of game time—allowing for truly great stories. Players build their characters together, as a covenant, along with the castle and resources they share.
Why It's #14: Innovative gameplay and a rich setting are the highlights, as is a magic system that is second to none. Unfortunately, non-magical tasks like combat get the short end of the wand.



Completeness:	B+
Setting/Genre:	A-
Character Generation:	B+
Combat/Skill Resolution:	B-
Presentation:	B+
Coolness/Innovation:	A-

13. OVER THE EDGE

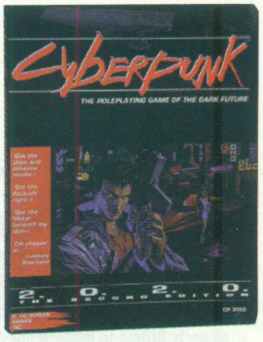
Publisher: Atlas Games
Release Year: 1992
Core Book: *Over the Edge*
Approximate Retail: $22
The Gist: All the weirdness in the world converges on Al Amarja, a Mediterranean island that's not on any map.
Why It's Cool: Chris Carter should own this game. It captures "modern surreal" better than any other system.
Why It's #13: You'll know more about Al Amarja than your hometown when you're done reading the book, and no matter how bizarre your concept, the freeform character generation system can handle it with style. Mechanics are on the simple side, though—easy to learn, but the lack of complexity sometimes limits the excitement.



Completeness:	B+
Setting/Genre:	B+
Character Generation:	B+
Combat/Skill Resolution:	B+
Presentation:	B+
Coolness/Innovation:	A-

12. CYBERPUNK 2.0.2.0.

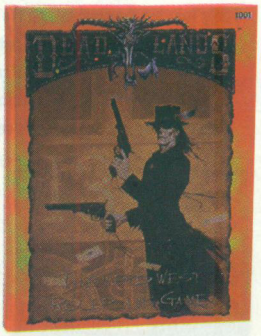
Publisher: R. Talsorian Games
Release Year: 1990
Core Books: *Cyberpunk 2.0.2.0.* and *Listen Up You Primitive Screwheads*
Approximate Total Retail: $35
The Gist: It's the future as envisioned by William Gibson, loaded with cybernetic implants, virtual reality hacking, megacorporations and high-tech slums.
Why It's Cool: *Cyberpunk* is a pure "cyberpunk" game. No magic, no psionics—just loads of technology and a lot of attitude. Both the system and the setting help you leap head-first into the genre; for example, there's a Lifepath background generator which lets you develop a detailed character history in minutes.
Why It's #12: While *Cyberpunk* doesn't neccessarily excel in any one area, it's still one of the most solid all-around games and an outstanding tribute to its genre.



Completeness:	B+
Setting/Genre:	A-
Character Generation:	B+
Combat/Skill Resolution:	B+
Presentation:	B+
Coolness/Innovation:	B+

11. DEADLANDS

Publisher: Pinnacle Entertainment Group
Release Year: 1996
Core Books: *Deadlands* and *The Quick and the Dead*
Approximate Total Retail: $45
The Gist: Undead gunslingers. Riverboat gamblers who cast spells. Mad scientists toting rocket packs in 1876 while the Civil War still rages. The wild frontier was never like this.
Why It's Cool: There's no RPG quite like



Deadlands. While other games have taken a stab at the Old West, none have come up with such an innovative approach. The unique mechanics, which mix dice and poker, are a blast to play.

Why It's #11: *Deadlands* has a great setting, which begs to be explored. The rules are more than a little complex, though, and you'll need to buy lots of source material.

Completeness:	B-	**Combat/Skill Resolution:**	A-
Setting/Genre:	A-	**Presentation:**	A-
Character Generation:	B+	**Coolness/Innovation:**	A

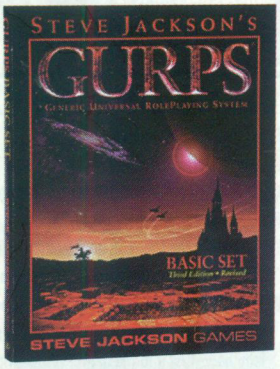
10. GURPS

Publisher: Steve Jackson Games
Release Year: 1986
Core Book: *GURPS Basic Set*
Approximate Retail: $25

The Gist: The Generic Universal RolePlaying System—all you need are the core rules and a supplement or two and you can run *any* kind of game you want.

Why It's Cool: Medieval fantasy, cyber-tech sci-fi, modern conspiracy, 19th century Russia. Whatever game you want, the *GURPS* system supports it. Best of all, characters from one genre can easily be ported over to another, giving both GMs and players a ton of flexibility.

Why It's #10: Clear and concise writing combined with a great layout make the mechanics easy to grasp. Though there is no core setting, there are a huge number of support books—many of which are the best in roleplaying has to offer—featuring dozens of settings. Unfortunately, not all genres work perfectly within the basic framework. Sometimes, if you want to run a game in a specific genre, you're better off going with a game where that genre is the focus.



Completeness:	A+
Setting/Genre:	B
Character Generation:	A-
Combat/Skill Resolution:	B
Presentation:	A-
Coolness/Innovation:	B+

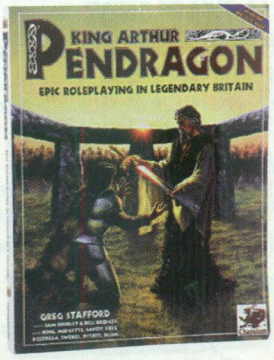
9. PENDRAGON

Publisher: Chaosium Inc.
Release Year: 1985
Core Book: *Pendragon*
Approximate Retail: $27

The Gist: Take the role of a knight of the Round Table or a Celtic wizard in a thorough and detailed RPG covering the Arthurian legends.

Why It's Cool: With rules for epic quests, social interactions and the creation of an entire family of heroes, your roleplaying experience goes well beyond the bounds of simple monster-bashing and treasure-taking. This game captures all the essence and glory of the legends of King Arthur, from the historical lands of early Britain to magical quests to noble jousts.

Why It's #9: The game mechanics are only fair, but the emphasis on the lives and duties of knights and other notables in Arthurian legend, as opposed to just combat, makes this a real thinking person's game and a storyteller's delight.



Completeness:	A-
Setting/Genre:	A+
Character Generation:	B
Combat/Skill Resolution:	B
Presentation:	B+
Coolness/Innovation:	A

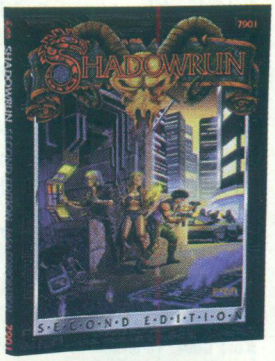
8. SHADOWRUN

Publisher: FASA Corporation
Release Year: 1989
Core Book: *Shadowrun*
Approximate Retail: $25

The Gist: "Bladerunner" meets Tolkien. Megacorps managed by dragons run the world and hunt for technological secrets on the mean streets, where you're just as likely to meet an elf hardwired into the Net as you are a Native American shaman or cyborg mercenary.

Why It's Cool: Whether you're looking for a fantasy- or tech-based genre, you've got it here. Every situation you encounter is bound to be surprising due to the strange melding of genres; everything old in fantasy and sci-fi is new again in *Shadowrun*'s dark-future setting.

Why It's #8: A great deal of attention is paid to the atmosphere and attitude of the game, and excellent art and writing reflect this. Unfortunately the mechanics can be clunky at times, enough to keep *Shadowrun* from rising higher than #8.



Completeness:	A
Setting/Genre:	A
Character Generation:	B+
Combat/Skill Resolution:	B-
Presentation:	A
Coolness/Innovation:	A-

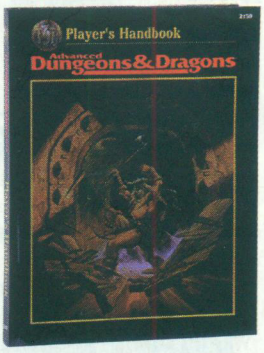
7. ADVANCED DUNGEONS & DRAGONS

Publisher: TSR
Release Year: 1978
Core Books: *Player's Handbook*, *Dungeon Master's Guide* and *Monstrous Manual*
Approximate Total Retail: $90

The Gist: The mother of all roleplaying games, *AD&D* lets players adventure everywhere fantasy from dungeons to medieval cities to other-worldly planes.

Why It's Cool: *AD&D* is the most popular, most well-supported RPG there is. If it wasn't for *Dungeons & Dragons*, there would be no roleplaying industry. With over 600 published adventures and supplements, your options are limitless.

Why It's #7: You mean *AD&D* didn't get #1? In 1978 it had the top spot, but with only one major revision in 20 years—1989's 2nd Edition—the granddaddy of gaming has dropped in the ranks. The class-based character system and the unrealistic combat rules are vastly out-of-date, having shown little improvement in the last decade. Still, the rules many gamers grew up are nostalgic fun and the game's support is unmatched, shoring up *AD&D*'s spot at a reasonable #7.



Completeness:	A
Setting/Genre:	A+
Character Generation:	B
Combat/Skill Resolution:	C+
Presentation:	A+
Coolness/Innovation:	A+

6. LEGEND OF THE FIVE RINGS

Publisher: Alderac Entertainment Group
Release Year: 1997
Core Book: *Legend of the Five Rings*
Approximate Retail: $30

The Gist: Set in the fantastic feudal Japan of the *L5R* CCG, the RPG immerses you in the political and military battles of seven great clans.

Why It's Cool: *Legend of the Five Rings* mixes Asian history, myth and legend, dealing as well with realistic elements like samurai and the bushido code as it does with ninja,

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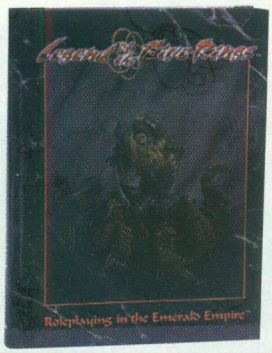
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Wizards OF THE COAST

spellcasting shugenja and the mysterious zone of evil—the Shadowlands. On top of all that, it's connected to the hit card game of the same name, which means there's a whole world of history waiting to be translated.

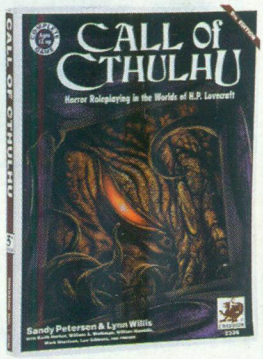
Why It's #6: In addition to a wonderful setting, *L5R* has one of the best dice-rolling mechanics around, including brilliant rules for how individual characters fare in mass conflicts. Because it's relatively new, there's not much material available yet; but with steady support, *L5R* could eventually crack the top five.



Completeness:	**B+**
Setting/Genre:	**A-**
Character Generation:	**B+**
Combat/Skill Resolution:	**A**
Presentation:	**A**
Coolness/Innovation:	**A-**

5. CALL OF CTHULHU

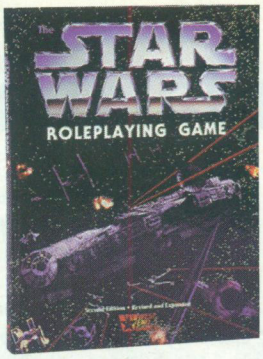
Publisher: Chaosium, Inc.
Release Year: 1983
Core Book: *Call of Cthulhu*
Approximate Retail: $22
The Gist: You're an investigator on a one-way trip to Hell, fighting abominations based on the creations of classic horror author H.P. Lovecraft.
Why It's Cool: You don't have supernatural strength and speed. You don't have a +3 Sword. You don't have cybernetic enhancements. You're a regular person who must face ancient monstrosities of unearthly power. Can any man confront the ancient ones and come away with his mind intact? *Call of Cthulhu* is unlike your typical RPG; your hero has limits, and the terrors he must confront with those limits make this the definitive horror game. You *will* be afraid.
Why It's #5: *Call of Cthulhu*'s greatest strength is also its greatest weakness. Don't plan on a long-lived character; death and insanity are all your character can look forward to at the end of a usually short career. That's a tough framework to build a game around, but *CoC* handles it well, capturing the spirit of Lovecraftian horror.



Completeness:	**A+**
Setting/Genre:	**A+**
Character Generation:	**B**
Combat/Skill Resolution:	**B**
Presentation:	**B+**
Coolness/Innovation:	**A**

4. STAR WARS

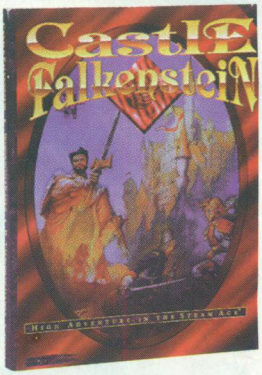
Publisher: West End Games
Release Year: 1987
Core Book: *The Star Wars Roleplaying Game*
Approximate Retail: $30
The Gist: A long time ago in a galaxy far, far away...YOU are the hero fighting the Empire for the cause of the Rebellion.
Why It's Cool: It's Star Wars. That's one big reason why it's cool. You can be a smuggler, a Jedi, a droid...heck, you can even be an Ewok. And unless you've been living in a cave, you won't need to read 20 pages of material to get a good feel for the setting. Of course, the source material goes well beyond what's covered in the movies. There's even a couple of campaign settings that have little to do with the whole Imperial/Rebel conflict, letting you explore whole new aspects of the Star Wars universe. And how cool is it that many of the worlds and aliens created for the *Star Wars* game have become canon in the overall Star Wars universe? That funky new alien you're roleplaying in your campaign might pop in one of the prequels or novels.
Why It's #4: The mechanics are simple and elegant and they emphasize heroic fun over stringent realism, successfully capturing all the cinematic feel of the movies. *Star Wars* also gets high marks for being one of best beginner games on the market, perfect for first-time gamers.



Completeness:	**A-**
Setting/Genre:	**A**
Character Generation:	**A-**
Combat/Skill Resolution:	**B+**
Presentation:	**A-**
Coolness/Innovation:	**A**

3. CASTLE FALKENSTEIN

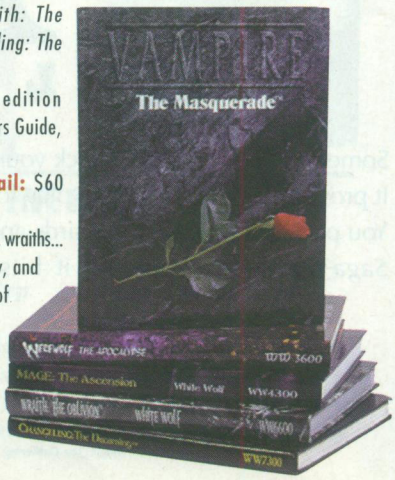
Publisher: R. Talsorian Games
Release Year: 1994
Core Books: *Castle Falkenstein* and *Comme il Faut*
Approximate Total Retail: $42
The Gist: Swashbuckling adventures in a fantasy version of Victorian Europe.
Why It's Cool: Two years before *Deadlands* brought magic and monsters to the Wild West, *Castle Falkenstein* established a 19th-century Europe where dragons soared in the skies over Paris, Sherlock Holmes rubbed elbows with Lewis Carroll in London and dashing faerie swordsmen dueled wicked sorcerers. This mix of legend and history makes for a fascinating world in which to adventure—but that's only part of what makes *Falkenstein* great. There's no other game where presentation, mechanics and setting fit together as well.
Why It's #3: Every element, from the opening narrative that weaves through the first half of the work, to the use of a "journal" rather than a character sheet, to the playing-card based mechanics, serves to establish the tone of old-fashioned honor, virtue and drama to which the game aspires. While the rules could be clearer and running a cinematic historical fantasy game is hardly everyone's cup of tea, it's impossible not to applaud a game with such definite class.



Completeness:	**B+**
Setting/Genre:	**A**
Character Generation:	**A-**
Combat/Skill Resolution:	**B+**
Presentation:	**A+**
Coolness/Innovation:	**A+**

2. WORLD OF DARKNESS

Publisher: White Wolf Game Studio
Release Years: 1991 (*Vampire: The Masquerade*), 1992 (*Werewolf: The Apocalypse*), 1993 (*Mage: The Ascension*), 1994 (*Wraith: The Oblivion*), 1995 (*Changeling: The Dreaming*)
Core Books: Second edition hardcover rulebook, Players Guide, Storytellers Screen
Approximate Total Retail: $60 per game
The Gist: Vampires, werewolves, wraiths... They all exist in modern day, and they're much more a part of human society than most people realize.
Why It's Cool: Instead of playing the typical adventurer or hero, you get



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to play the monster. But each World of Darkness supernatural is much richer than a snarling beast with fangs. Each has its own culture, sub-races, agendas and, of course, supernatural powers. The overall setting is so rife with conspiracies and twisted with secrets that *eight* standalone games draw upon it, each with its own "absolutely correct" perspective on how the world works. Each is great as a separate entity; they're even better if you mix and match.

Why It's #2: The *World of Darkness* gives intense attention to setting and presentation, but it sometimes comes at the expense of completeness and mechanics. The dice pool system breaks down at high levels, and the sheer size of the universe makes jumping in difficult. But it's still a good system and individually all of the games are great fun to play, almost enough to make *WoD* number one. Almost...

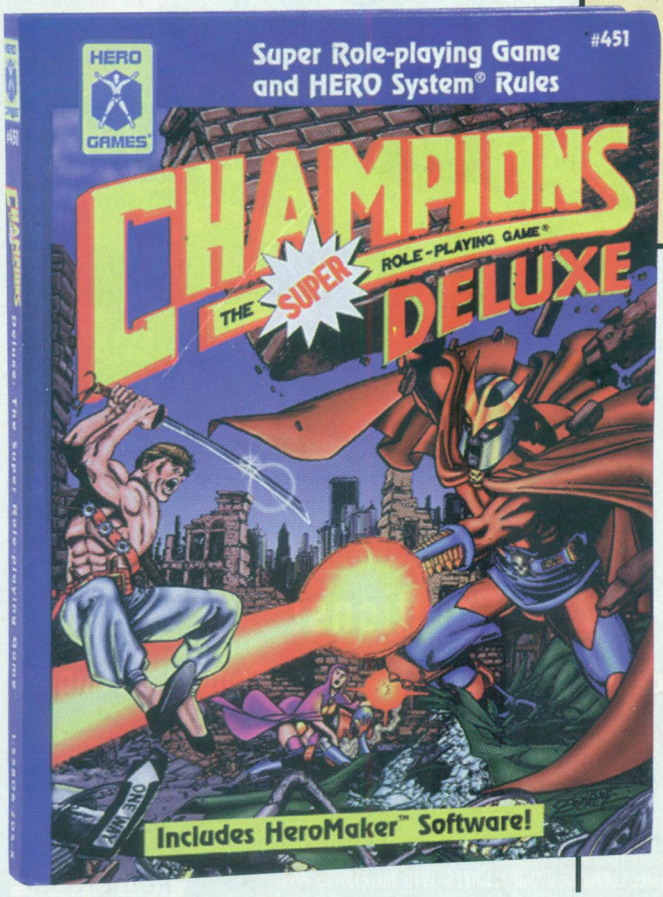
Completeness:	A-	**Combat/Skill Resolution:**	B+
Setting/Genre:	A+	**Presentation:**	A+
Character Generation:	A-	**Coolness/Innovation:**	A+

1. CHAMPIONS

Publisher: Gold Rush Games
Release Year: 1981
Core Book: *Champions*
Approximate Retail: $35

The Gist: Superhero and multi-genre gaming with the most flexible rules ever created. Literally anything you want can be created with just the core rule book.

Why It's Cool: Amazing detail in every facet of character creation allows the players to create whatever character they want—and the gamemaster can easily decide what kind of game he wants to run and how powerful the characters should be. When it comes to superheroic powers, you can do *anything* with the system. You just don't punch your foe, you energy blast him and watch as he flies back 20 feet into the wall. Your speedster doesn't merely run fast, he can hit his opponent a dozen times in a single action phase. And no gaming experience will give you the pure adrenaline rush that rolling 20 six-sided dice for damage will.



Why It's #1: Put simply, there has never been a more complete, more flexible or more influential game ever designed. With *Champions*, anything is possible, and most of what you can envision is already laid out for your use in the rules and power sections. More importantly, it's all balanced, saving the GM from the huge headache of keeping all players on the same level. As for influence—many of the games on this list have taken fundamental concepts from *Champions*. Need we say more? Add in versatility, good game support, a thorough GM's guide in the back of the core rules and cover art by some of the biggest names in the comic industry and you've got the best game in the business.

Completeness:	A	**Combat/Skill Resolution:**	A-
Setting/Genre:	A	**Presentation:**	B+
Character Generation:	A	**Coolness/Innovation:**	A+

Sean Patrick Fannon and Jason Schneiderman, along with the InQuest *staff, are hard at work creating next year's #1 hit,* Cow Nose: The Shedding.

THE HONOR ROLE

Companies come and go, and with them go many games. While our top 20 focuses on games that are still being supported, there are quite a few gems that aren't really being supported anymore. Here are a few of the best and most influential RPGs of yesteryear.

AMBER DICELESS ROLE-PLAYING. An epic fantasy game set in Roger Zelazney's world, where god-like characters can go anywhere and do anything. This game brought forth the novel idea that you could actually play an RPG without dice, cards or any other random system.

GAMMA WORLD. Malfunctioning lasers, radiation-addled robots and mutations of all sizes and flavors pepper a post-apocalyptic landscape. This sci-fi game was one of TSR's first major forays outside of *Dungeons & Dragons*, and it was great fun to play.

JAMES BOND, 007. With amazing gadgets, beautiful colleagues and a license to kill, you get to wear the tux for queen and country. A surprisingly cool and clever game, one of the only real RPGs ever published by Avalon Hill.

RUNEQUEST. Heroic fantasy set in Greg Stafford's unique and beautiful World of Glorantha (complete with duck-people and really touchy gods). Once one of the greatest contenders for the *AD&D* throne, it's an all-time favorite that we hope will rise again.

TEENAGE MUTANT NINJA TURTLES. "Funny Animals" as butt-kicking, gun-toting superheroes. Cool and weird, long before the silly cartoons ruined them. The character-creation process, which takes you step-by-step through your animal type and mutations, is one of the coolest ever. A new edition is on the horizon.

THE FANTASY TRIP. Originally a set of alternate combat and magic rules for *AD&D*, this Steve Jackson gem featured extremely cool rules for physical and spell combat. If *Champions* is the father of gaming innovation, *The Fantasy Trip* is the grandfather. ■ Sean Patrick Fannon

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SPACE STATION ZEMO

A wacky sci-fi board game from the twisted minds at *InQuest*









The Deal

Five inhabitants of a doomed space station are competing to activate and board the last remaining escape pod. Each inhabitant must fight and maximize his special abilities to be the lone survivor. Surviving is good: It's almost certain to result in a lucrative book contract, intergalactic TV special and, yes, even groupies. Floyd the Droid loves robot groupies. They turn him on.

Your Cast

CHUCKIE THE ZOMBIE

GENOTYPE: Mutated Human (Guines Pigus)
OCCUPATION: Test Subject
EXPLODING POLYPS: Chuckie can drop exploding polyps to hamper his foes.
DESCRIPTION: He's been pumped so full of chemicals and genetic treatments that his DNA looks like a road map. His musculature and regenerative systems have been enhanced, but his nervous system's shot. He's kinda slow in more ways than one, but he loves a rare steak. Lucky for him there's a lot of fresh meat on the station.

FLOYD THE DROID

GENOTYPE: Metallic Silicon Hybrid
OCCUPATION: Repair Robot
TRANSFORMER CHASSIS: Floyd can change his form to balance his need for speed, combat or hauling stuff.
DESCRIPTION: Floyd thought there was something suspicious when he was ordered to dust the zoo specimens during a "fire drill." Now that he knows he's been left behind, he's grabbed his toolkit and superglue and is using his bolts to outwit the other nuts on the ship.

MUSH THE ABOMINATION

GENOTYPE: Extraterrestrial
OCCUPATION: Lifeform
DER BLINKENTELEPORTEN: Mush can randomly teleport around the station instead of moving.
DESCRIPTION: All Mush wanted was a peaceful vacation ride through the cosmos. He never would have booked this trip if he had known his metabolic hibernation would be interrupted by some kind of Earthling emergency. Pesky humans.

PETE THE COOK

GENOTYPE: Human
OCCUPATION: Nutritional Engineer, Second Class
COMMANDO TRAINING: Pete is a commando with a specialty in gourmet cooking. He can perform two actions every turn.
DESCRIPTION: Aside from being a damned fine chef, Pete's the last remaining human aboard the ship. He's not worried though. Since the 1990s the government has made it standard operating procedure (SOP) to cross-train every cook as an Airborne Ranger Green Beret Death Commando.

THE RATS

GENOTYPE: Muridae Rattus (rodent)
OCCUPATION: Vermin
RAT PACKS: Rats can split into two counters
DESCRIPTION: Stuck on this scrapheap in space, Ben and his fellow rat bastards have no intention of going down with the ship. The escape pod is designed for one, but the rats figure they can easily cram 30 beady-eyed, twitchy-nosed rodents into the backseat.

Zemo: The final frontier. These are the escapades of the inhabitants of Space Station Zemo. Their mission: To boldly blow up where no one has blown up before—or to get the hell off the station before it explodes...

Since you're reading *InQuest*, we figure you've played a fair share of games, are smarter than the average droid and should be able to catch on to this wacky board game faster than you can eat a bowl of "Spaceballs." The next two pages tell you everything you need to know to play...

By the InQuest staff
Art by Brian Douglas Ahern

How to Play



Amidst buckets of anti-matter and implosian belts, you must escape an exploding space station before anyone else.

WINNING THE GAME

The first player to activate and board the escape pod wins. If all characters but one croak, the surviving character wins.

SET UP

1. Shuffle the item cards and slide one under each of the 32 numbered spaces around the edge of the map (see photo for example). Place the four remaining cards to the side. They are considered to be in the Recycling Bin.
2. Choose a character and take its playing pieces and mat.
3. Place your character's health token on the named space on the Health Track.
4. Choose your escape code (see "Activating The Escape Pod" below).
5. Roll two dice and multiply the numbers. The resulting number is the room your character starts in. If you roll two sixes (multiplied to equal 36) you must re-roll.
6. Beginning with the player with the highest health total (usually Chuckie) start play. Whee...

ACTIVATING THE ESCAPE POD

Before the game begins, each player secretly writes down one of these three-letter codes:

AAA	AAB	ABA	ABB
BBB	BBA	BAB	BAA

You may enter the escape pod whenever the Code Rooms on the map (there are three of them numbered 1-3) are set to the combination you picked. For example, if you picked code AAB, then Code Room 1 would have to be set to "A," Code Room 2 also to "A," and Code Room 3 to "B."

To set a code your character must be in the Code Room at the end of the Movement phase, use an action and roll to see if the attempt succeeds. At start the Code Rooms are not set to either A or B.

BOARDING THE ESCAPE POD

Only when you have your codes set correctly are you allowed to enter the Escape Pod space in the center of the map (you can enter it from any of the four surrounding spaces). BUT—and it's a big BUT—you need to possess a "Pod ATM Card" to win. Setting the codes correctly allows you to enter the Escape Pod. Once there, if you possess the card, you win. Woo hoo!

WHO GOES FIRST

Each turn the player with the highest health goes first. Second highest health goes second, on so on. Note that the order of play will change as characters lose health and heal. Every player moves before any player performs an action. Players also perform actions in health order.

EVERY TURN HAS JUST TWO SIMPLE PHASES

1. Movement
2. Actions

MOVEMENT

Going in order from the player with the highest health to the player with the lowest, each player may move. Roll 2D6 (two six-sided dice) and add or subtract your character's movement modifier. The result is the maximum number of squares you may move; you can opt to move less.

- You do not have to move.
- You may not enter or move through a hallway space occupied by another character.
- Any number of characters may occupy the same room space.
- You may enter or even move through a room occupied by another player.

ACTIONS

After all players have moved, each performs one action (Pete may perform two), again in order from highest health to lowest. Here are your options:

PICK

Pick up the card(s) in your current location.

FIGHT

If you're next to another player you can fight.

SHOOT
If you have a shooting weapon, you can shoot it.

DUCK
If you're being shot with a shooting weapon and you don't have one to shoot back, you can duck.

PUSH
Named rooms have buttons; push 'em and things happen. See the Locations Chart. (on page 55)

HEAL
If you're in the Bio-Vat you can heal.

SPECIAL
Chuckie, The Rats and Floyd can use their special ability.

If another player starts a Fight with you or Shoots at you and you haven't taken your action yet, you can take your action now to either fight back or Duck.

PICK. Examine the cards in this room. If any are Traps, reveal them to all players and follow the instructions on the card. Unless they say otherwise, Traps are removed from the game after they take effect. You can either pick up items or leave them where you found them.

FIGHT. This is regular hand-to-hand boxing-type fighting. You must be in a space next to another player or in the same room to Fight. You may fight from a hallway into a room and vice versa.

Fights are resolved as follows:
1. Each player who chooses the Fight action may reveal one melee weapon (initiating player shows his first).
2. Then each player rolls 2D6 and adds his combat modifier (plus weapon modifier if applicable).
3. Compare results. Whoever's modified roll is highest wins. The loser loses health equal to the difference between his roll and the winning roll. The winner can now choose to end the fight or go again. If he chooses to go again, repeats steps 2 and 3.

If during combat a character's health goes below one, he immediately croaks and goes to the Bio-Vat. The surviving player gets to take one item of his choice from the croaking player.

If one player chooses to Fight and his opponent chooses not to (because he wants to do a different action), the fighting player does full damage but the fight ends after one round.

SHOOT. You can't shoot unless you possess an item that says it's a shooting weapon. If you have one, its card will state up to how many spaces away it can shoot. You can never shoot at a character in an adjacent space, 'cause that's Fighting range. Unless an item says otherwise, you must shoot in a straight line (traced as you would move). This means no shooting around corners. You may shoot into rooms, providing you don't shoot through a wall. You can shoot through doors; they're considered open. You can shoot through the Escape Pod.

To resolve Shooting combat, roll the number of dice specified on your weapon. If your opponent has a shooting weapon and chooses to fire it, he rolls the appropriate number of dice as well. Whoever rolls lower loses health equal to the difference.

Unlike Fighting, Shooting is a one shot deal. There's only one round and the winner cannot choose to shoot again this turn.

DUCK. If someone is firing at you with a shooting weapon and you don't have one to shoot back with, you may Duck and reduce the damage you take by 1D6.

PUSH. All the named rooms have buttons in them. You may push some of them by rolling 1D6. Look on the Room Chart to see what happens. You will need to do this in the Code Rooms to set the escape codes successfully.

HEAVY METAL
Each player may only carry a limited number of items. Each item has a weight point on it (the number in the Anvil). At the end of your Action phase you must put down items if the total weight of your items is greater than your capacity (usually five). If you are not in a room, put excess items in the nearest room. If you move while carrying more than your capacity, you're cheating. Everybody hates a cheater.



HEALTH IS GOOD
The Health Track monitors your health total and determines the order in which each player takes his turn. Starting health levels are written on the track.

Whenever your character takes damage due to traps, combat, etc., move your health token down the appropriate number of spaces. If you reach zero health your character croaks (in the "kicks the bucket" sense, not the toad sense) and goes to the Bio-Vat to heal.

Only one player's health counter can occupy any single space on the track. Whenever your health gain or loss would result in your health counter landing on an occupied space, skip that space and keep going until your token reaches an empty space.

BIO-VAT
Dead characters go here for regrowth. You can only enter the Bio-Vat if your health level reaches zero. Once in the Bio-Vat you may roll two dice during each Action phase and gain that many health levels. In the Bio-Vat you can never gain more health than your starting level. You may leave the Bio-Vat during any Movement phase after your health level is greater than zero. Once you enter the Bio-Vat, use the back side of your health track marker to indicate that you've been "regrown." You can use the Bio-Vat multiple times, but once all characters have been regrown (performed the Heal action at least once) the Bio-Vat shuts down and characters may no longer use it. If they croak, they stay croaked (they're out of the game). Characters in the Bio-Vat when this triggers are unaffected and may heal normally.

Examples of Play

SOME ASSEMBLY REQUIRED

To get your copy of *Space Station Zemo* ready to play we suggest you:

1. Cut out the cards, on the following pages and paste them onto some CCG commons or even regular playing cards. Be sure to use cards with the same backs.
2. Cut out the character mats for easy reference.
3. Assemble two tokens for each character. One will be used to represent your character on the map; the other will be used to keep track of your characters health on the Health Track. *Hint: Folding the playing pieces like a triangle and taping a penny to the bottom works well. Gluing them to a piece of cardboard and filching a base to stand them on from another game is even better.*
4. Steal a pair of dice for each player out of some crappy old games you don't play anymore.

EXAMPLES

MOVEMENT

You're Pete the Cook and you're in the kitchen ('natch) at the beginning of the turn. You have a health of 18, which is higher than everyone else's, so you get to move first. You roll two dice (a 3 and a 4) and add your movement modifier (+0) and therefore may move up to seven spaces (3+4=7). You can move 0, 1, 2, 3... up to 7, but you can't go through a non-room space occupied by another character.

FIGHTING

Mush is down to just 6 health and is moving last. It decides to use its special ability to teleport to a room instead of moving. Mush rolls a 6 and a 2 and ends up in room 12 (6 x 2=12), the same room Chuckie happens to be in. Since Chuckie's already moved, he can't leave. Chuckie and Mush both declare "Fight" for their actions. Mush reveals that he has the melee weapon Lite Saber, giving him a +2 bonus. In the ensuing combat Chuckie rolls two dice and gets a combined 7, to which he adds his combat modifier of +2 for a total attack of 9. Mush only manages to roll a 3, to which he adds his combat modifier of +2 for a total of 5. Chuckie wins the fight and Mush must lower his health level by 4 (9-5=4). Mush is now at just 2 health. Since Chuckie won the fight he chooses to fight again. This time Chuckie rolls snake-eyes for a total strength of 4 (1+1=2 plus his combat modifier of 2 equals 4). Mush rolls another 5, for a total of 7 (since he has a +2 combat modifier). Chuckie is hit for 3 points (7-4=3). Since Mush won this round of combat he chooses not to continue and the Fight ends for this turn.

PUSHING

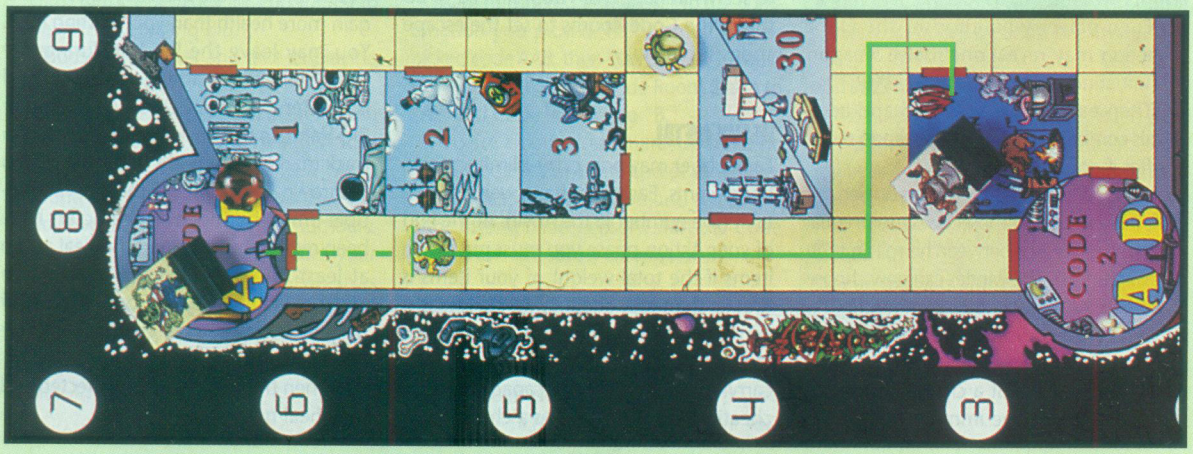
Floyd is in Code Room 3, which is currently set to "A." Since his code is "B," he takes an action to change it. He rolls a 3 on a 1D6 and consults the Room Chart. A 3 is a failure and the code remains on "A."

SHOOTING

Pete has managed to find the Slingshot item, while The Rats possess the Machete Launcher. Both are in a hallway, four spaces apart. Pete's health is 14 so he chooses his action first and declares "Shoot." The Rats, at 9 health, declare actions after Pete, and since they have a powerful item also choose "Shoot." Pete decides to use the Plutonium Rod in his Slingshot and therefore does 3D6 damage. The Rats are carrying the most powerful ranged weapon in the game and will do 4D6 damage. Once the two sides roll their damage the lower amount is subtracted from the higher amount and the loser takes the difference in damage. Say the Rats rolled the worst possible roll, four 1s (total 4) and Pete rolled three 2s for a total of 6, the rats would take the difference, 2, in damage (6-4=2). No matter who took damage, the winner cannot choose to continue Shooting combat.

SAMPLE TURN

It's Pete's turn to move. He rolls an 11 (since his movement modifier is 0, he can move 11). Pete's been bragging that he fears nothing, and to prove his point he moves 11 spaces right onto Chuckie's polyp. The polyp explodes for 1D6 damage (Chuckie rolls a 1 and Pete moves his Health marker down one space on the Health Track). During the Action Phase, Chuckie, who has a higher Health total has to pick his action first and since he doesn't have a ranged weapon and fears Pete is up to something, chooses to "Duck." Pete, it turns out, has the Gadzooka and chooses to Shoot. The Gadzooka does 2D6 damage and Pete rolls a 9. Chuckie Ducks for 1D6 rolling a 4. Chuckie moves his Health token down five spaces on the Health Track (9-4=5). Shooting combat is only one round and so Pete and Chuckie are done for this turn.



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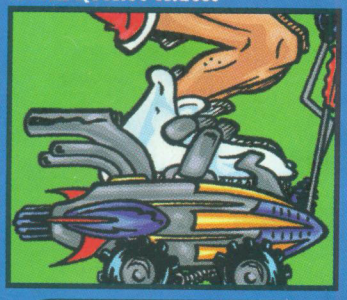
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Cards

Equipment

SPACE STATION ZEMO

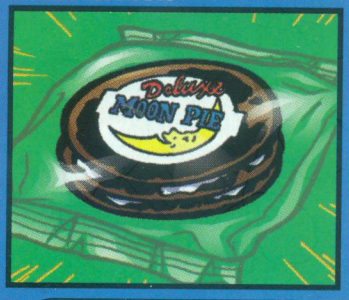
ACME Rocket Skates



Add +3 to all your movement rolls.

2

Deluxe Moon Pie™



You may reveal the Moon Pie™ after dice have been rolled in melee combat to add 1D6 to your total. OR Chuckie can use this card to receive 1D6 free polyps. (He must still spend an action to deploy each one.) Place this card in the Recycling Bin after it is used.

1

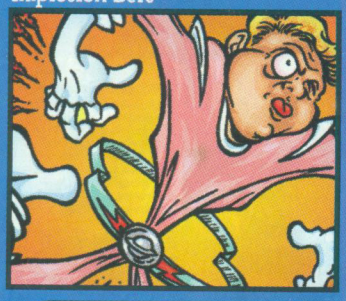
Get Out of Bio-Vat Free



Play at the beginning of the turn after you are sent to the Bio-Vats. You are immediately restored to your maximum health and may proceed with your turn as normal. Place this card in the Recycling Bin.

1

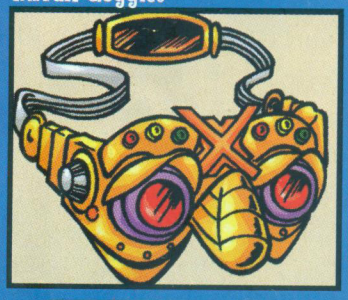
Implosion Belt



Play at the beginning of a round of fighting combat, before dice are rolled. You and your opponent are reduced to zero health points and immediately sent to the Bio-Vats. Place this card in the Recycling Bin.

1

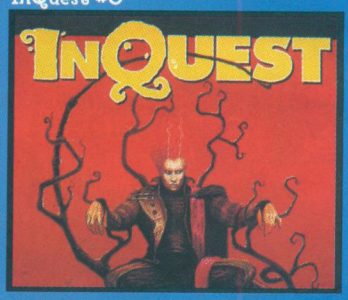
InfraX-Goggles



At any time during your Movement phase, you may peek at one face-down card in your current room or in a room to which you are adjacent. Traps do not take effect.

1

InQuest #0



Before fighting combat begins, you may force your opponent to trade you a random card from his hand for *InQuest* #0. Your opponent may not trade *InQuest* #0 this turn.

1

Lucky Lemming's Foot



When you are the target of a shooting attack, you receive an automatic Duck roll. If your action is to Duck, add +3 to your roll instead. If at any time you have the Footless Lemming, you must remove it and the Lucky Lemming's Foot from the game.

1

Molecular Blender



Once during your Movement phase, you may move through a wall. (This counts as a normal point of movement.)

2

Particle Accelerator



You may activate the Particle Accelerator during your Movement phase to move an additional 2D6 spaces. However, the scrambling of your molecules also causes 1D6 points of damage. (May not be used with a teleport ability.)

1

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Cards

Equipment

SPACE STATION ZEMO

Pod ATM Card



Add +3 to your roll whenever you try and set one of the code letters. If you are inside the Escape Pod and you have this item, you win the game.

2

Pod ATM Card



Add +3 to your roll whenever you try and set one of the code letters. If you are inside the Escape Pod and you have this item, you win the game.

2

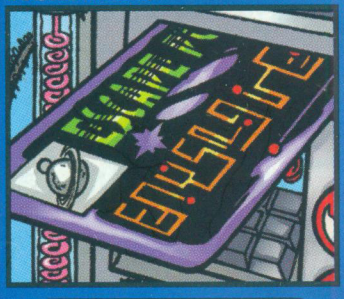
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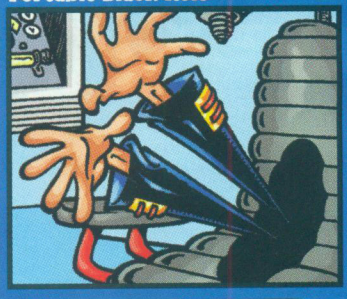
Pod ATM Card



Add +3 to your roll whenever you try and set one of the code letters. If you are inside the Escape Pod and you have this item, you win the game.

2

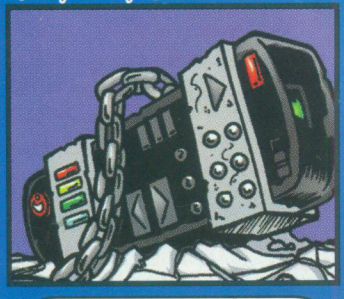
Portable Black Hole



The Black Hole can carry any one item for you with no weight penalty. When retrieving the item, however, you must roll a die. On a roll of 1 or 2, the item has been sucked out of reality and is placed in the Recycling Bin.

1

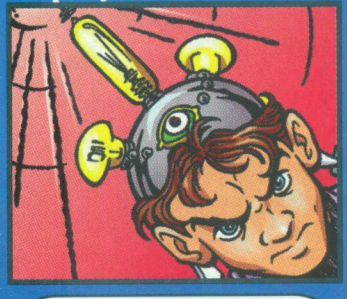
Really Heavy Remote Control



Why the heck did they make it out of plutonium? You'll never know, but you may skip your Movement phase to activate the Remote Control instead. Change any one code box to a letter of your choice.

4

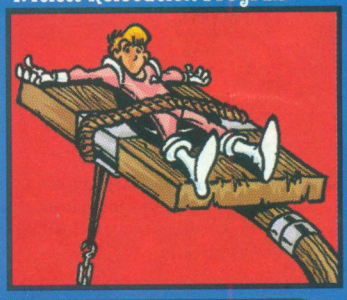
Telepathy Helmet



You may spend your action to use the Telepathy Helmet. Look at any one player's hand. You must be within 10 spaces of the target player to use this ability.

1

Witless Relocation Program



Before rolling your movement dice, you may use this card instead: Roll two dice and multiply. Move to the room that corresponds to the resulting number. If the result is 36, you croak. Mush may instead use this card to add or subtract one from the total when he teleports.

2


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Cards

Weapons

SPACE STATION ZIMO

A Bat Named Leth



Fighting/shooting weapon. Leth can be used as a fighting weapon to give you a bonus of +1D6. If Leth is used as a shooting weapon, roll 1D6 after damage is dealt. 1-2: Leth flies away. (Place this card in the Recycling Bin.) 3-6: Leth returns to your hand.

1D6 +2 | 6 | 2

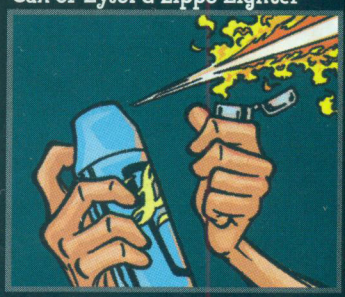
Atomic Stapler



Shooting weapon. Even if you lose a Shooting fight with another player, that player still loses one health from a stray staple.

1D6 +3 | 7 | 2

Can of Lysol & Zippo Lighter



Fighting/Shooting weapon. Lighter can be used as a Fighting weapon to give you a bonus of +1. Damage from Can of Lysol & Zippo Lighter cannot be Ducked.

1D6 +1 | 3 | 1

GadzooKa!



Shooting weapon. When you fire Gadzooka! you move backwards (away from your opponent) a number of spaces equal to your damage roll. If you hit a wall, you take 1D6 damage.

2D6 | 8 | 2

Lite Saber



Fighting weapon.
99% fat free.

+2 | 0

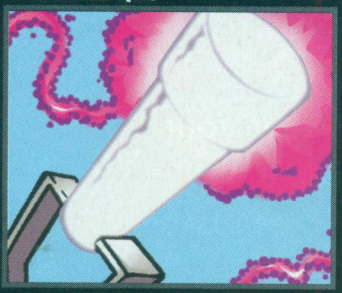
Machete Launcher



Shooting weapon. The Machete Launcher has a minimum range of 3 spaces.
"Pull!"

4D6 | 8 | 4

Plutonium Rod



Fighting weapon. Floyd may use the energy from the Plutonium Rod during his Action phase to switch forms. This does not count as his normal action.

+6 | 3

Rock



Shooting weapon. If you use Rock in combat, give this card to your opponent. Rock does 2D6 damage if fired by the Slingshot.
"I got a rock."

1D6 -1 | 6 | 0

Salad Shooter



Shooting weapon. Range and damage are +2 when used by Pete the Chef.

1D6 | 4 | 1



Complete event schedule, travel, and lodging information available at: www.wizards.com/Pro_Tour or call (206) 624-0933.

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Cards

Weapons & Traps

SPACE STATION ZEMO

Seat-Seeking Missle



Shooting weapon. Seat-Seeking Missile can target an opponent that is not in direct line of sight (it can go around corners). Cannot be dodged. Remove Seat-Seeking Missile from the game after it is used.

2D6 | 10 | 1

Slingshot



Shooting weapon. Any card you hold can be fired as a ranged weapon. Slingshot does XD6 damage, where X is the weight of the card you shoot. Place the card you shoot in the Recycling Bin after it is fired.

* | 6 | 1

Switcheray



Shooting weapon. Roll a die. On a 1 Switcheray jams and doesn't work. On a 2-6 you switch health-point totals with the target of your attack and if your target attacked you with a ranged weapon, his attack is nullified. Cannot be Ducked.

* | 7 | 2

Banana Peel



TRAP! Ack! You slide into a wall. You take 1D6 damage. You may not take any actions for the rest of this turn and your next turn. Rats are unaffected and may eat Banana Peel instead to gain 1D6 health. (This can raise the Rats' health total above 10.)

Bucket of Anti-Matter



TRAP! Somebody propped a bucket of anti-matter over the door! Roll a die. On a roll of 1-5 you croak. Your health total is reduced to zero and you go directly to the Bio-Vats.

Don't Press This Button



TRAP! Nice going, bonehead. You've opened the airlock. At the beginning of the Movement phase, each player moves 2D6 spaces towards the airlock. (See the Airlock room description for details.)

Footless Lemming



TRAP! A footless lemming has attached itself to your leg! You receive -1 to all of your die rolls. (For room functions 0 counts as 1.) You cannot get rid of Footless Lemming or have it taken away. Remove it from the game if you are sent to the Bio-Vats.

1

Rent-a-Bot



TRAP! You've activated the Security Rent-a-Bot! At the end of each Movement phase it moves towards the closest player. During the Action phase it attacks if possible. The Rent-a-Bot has 17 health points and a movement rate of 2D6. When Fighting the Rent-a-Bot rolls 2D6+2.

1D6 | 4

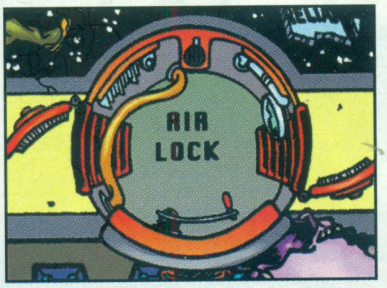
Zemo: The Gathering



TRAP! All players are teleported to your room. Each player must make a one-round melee attack against any other player, who automatically defends (even if he is attacking a different player). Player with the highest health chooses his target and resolves his combat first.

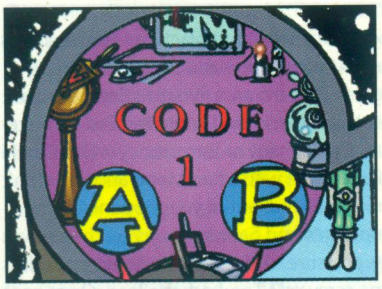
Zemo Locations

SPACE STATION ZEMO



AIRLOCK

During the game the Airlock may be activated (i.e. opened). If this happens it will suck players toward it before the Movement phase. Roll 2D6 and move each character that number of spaces toward the airlock. Players are sucked in order of health total, from highest to lowest. Movement is along the shortest route and players can be sucked out of and through rooms. If another player blocks your path, you stop next to that player. If a player is sucked into the airlock space and and still has movement points left he is sucked into space and croaks (reduced to zero health points). One of his cards (randomly chosen) is sent to the Recycling Bin and the Airlock is immediately closed (no one else is sucked out).

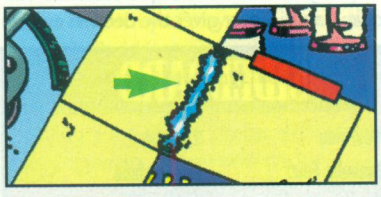


CODE ROOMS

You may spend your action to roll 1D6:

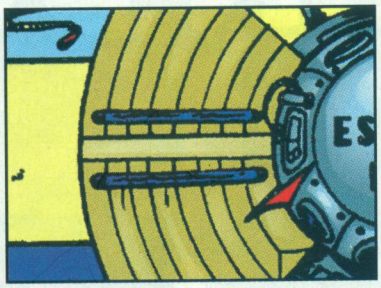
1-3: Nothing happens.

4-6: You may set the code letter in this room to A or B.



SECURITY FIELD

This colored area, which separates the Brig and the Armory from the rest of the map, can only be crossed if your unmodified movement dice roll is even. If your unmodified total is odd, you may not move through the field.



X-RAY ZONE

When crossing through one of these spaces, you must reveal your cards to all other players.

6. Reactor Room

While in this room, you lose 1 health at the beginning of your Action phase.

11. Security

You may spend your action to roll 1D6:

1: You've tripped the alarm! You are teleported to the Brig (room 13).

2-4: You may look at any one player's hand.

5-6: If the Airlock is open, shut it. If the Airlock is closed, open it.

13. The Brig

You can enter The Brig, but you cannot leave (unless you can teleport). Luckily one of the former inhabitants dug an escape tunnel. You may spend your action to roll 1D6:

1-3: A big, heavy bulkhead lands on top of you. Take 1D6 damage and try again next turn.

4-6: You escape from the Brig. You may put your piece in the hallway space with the tunnel.

17. The Armory

You may spend your action to take any one weapon card from the Recycling Bin and add it to your hand. You must show the weapon card you choose to all players.

21. Vending Machines

You may spend your action to try your luck at the vending machines. Roll 1D6:

1: The security camera caught you trying to stick your arm up the machine. You are teleported to the Brig (room 13).

2: You get a rubber bug.

3: You get a Babel Fish.

4: You get a tricordrazine gumball. You may eat the gumball (discard it) during melee combat to add +2 to your combat total.

5: You get a good, steaming cup of freshly brewed coffee. You gain 1D6 health. (This health gain can take you above your maximum.)

6: You get a secret decoder ring. The next time you activate a room function you may add or subtract one from your die roll.

22. Lavatory

You may spend your action to discard any number of cards from your hand. Reveal the cards you wish to dump to all players and put them in the Recycling Bin.

23. Lost and Found

You may spend your action to roll 1D6:

1-2: Nothing. Damn thing doesn't work.

3-5: Shuffle the cards from the Recycling Bin and add a random one to your hand. You may not examine the cards before choosing.

6: Choose any one card in the Recycling Bin and add it to your hand.

25. Casino

You may spend your action to choose a card in your hand to wager and roll two dice. If you roll seven or less, you lose. The card you wagered is sent to the Recycling Bin. If you roll eight or higher, you keep your card and you get a card at random from the Recycling Bin.

26. The Zemo Zoo

Lots of nifty looking creatures running around. During your Action phase (before you take your action), you *must* roll 1D6:

1: The Heeby-Geeby Rhino decides to gore you. Lose 1D6 health.

2: The Vast Gormogon seeks your company. Lose this Action phase and your next turn.

3: The Terrestrial Marmoset eyes you curiously.

4: The Symbiotic Technoplant likes you—no, really likes you. Technoplant wraps itself around you and provides 5-health armor (absorbs up to five points and then perishes).

5: The Phosphorescent Brainhugger leeches on to your head. Look at any one unrevealed item anywhere in the station.

6: Whoops! You let the Betagoola Death Spores loose. They're hungry. Target player of your choice loses 1D6 health.

29. Kitchen

You may spend your action to gain 1D6 health points (up to your maximum). Pete the Cook gains +2 to all combat rolls while in the Kitchen.

32. Command Control

You may spend your action to adjust the Climate Control. Roll 1D6:

1: Nothing. You pushed the wrong button.

2-3: Low gravity. Each character gets an extra movement die. This overrides double gravity.

4-5: Double gravity. Each character gets only one movement die. Characters can forego their Action phase to receive full movement. This overrides low gravity.

6: Deactivate life support. Each player loses one health at the start of each turn.

Any character in this room may spend his action to reset the controls back to normal. No die roll is necessary and any above effects cease immediately.

The fact that the characters in Space Station Zemo *match up perfectly with the personalities of the* InQuest *staff is purely coincidental.*

KILLER DECKS

Dark Hatred

BY MARK JUSTICE

Since the beginning of *Magic* there has been a class of *Magic* citizens known as the "player-haters." These are players who delight in the misery of others. They cheer when you are mana-screwed and design their decks just to cause you pain. Deep inside they enjoy your defeat more than they enjoy their own victory. They are a plague on the *Magic* world.

With the release of *Exodus*, more of this sultry breed will raise their heads from the bottomless pits in which they dwell. They now have a rallying cry. The cry is Hatred.

Magic players have always been mesmerized by the first-turn kill. But ever since Channel was banned, turning theoretical first-turn kills into tournament viable decks has been problematic at best. That might change now that Hatred has entered the scene.

"Dark Hatred" is a tournament-viable Standard deck that has the added bonus of being able to knock off an opponent on the second turn. Just wait for one of your creatures to go unblocked and then unleash a high-powered Hatred, pumping in as much life as you need to kill your opponent. If you really want a shot at a first-turn kill, you can add Raging Goblins, but with the raw power of the streamlined version of this deck, you may find second-turn to be perfectly acceptable.

The assets of "Dark Hatred" as a deck concept start with the ease with which you can deplete your hand. The importance of being able to empty your hand by putting increasingly effective cards into play started with the Sligh deck. These mono-red decks still thrive today on fast, efficient kills. With the addition of a few key cards from the Rath cycle, black has the possibility of surpassing the legendary Sligh decks as the ultimate depletion deck.

First and foremost, a depletion-style deck will succeeed or fail on the effectiveness of its creatures. Fortunately, Dark Hatred is fat with creatures; the key is two-power, one-casting-cost cards like Savannah Lions and Kird Apes. These two aren't available in Standard anymore, but black has two creatures that function just as well—Carnophage and Sarcomancy.



Rath and the U.K. have quite a bit in common—when it comes to dentistry...

The setback of losing one life per turn is minimal, since you don't plan on being around that long anyway. Picture this first-turn scenario: Swamp, Dark Ritual, Carnophage or Sarcomancy with a Dauthi Slayer or Black Knight. Follow that with a Bad Moon and you won't even *need* Hatred to knock the wind out of your opponent.

Even just the Carnophages and Sacromancies by themselves are very effective early pressure. Alone they will win countless games. Opponent mana screwed? Too bad...he lose. Opponent playing a slow deck and doesn't draw mass creature removal? Too bad...he lose. Hatred comes out at an opportune time and... Hmmm. I think I'm becoming a player-hater myself.

The other creatures are not as fast but still add a wonderful punch to the deck. Black Knight has been a staple since the earliest days of tourney *Magic*, Dauthi Slayer gives the deck an evasive



PLAYER HATER'S PARADISE

ARTIFACTS
4 Cursed Scroll

BLACK CREATURES
4 Black Knight
4 Carnophage
4 Dauthi Slayer
4 Erg Raider

BLACK SPELLS
4 Bad Moon
4 Dark Ritual
4 Hatred
4 Mox Diamond
4 Sarcomancy
4 Unholy Strength

LAND
16 Swamps

SIDEBOARD

4 Coercion
3 Diabolic Edict
4 Spinning Darkness
2 Perish
2 Wasteland

SUBSTITUTIONS

Bad Moon → Nocturnal Raid
Hatred → Drain Life
Mox Diamond → Lotus Petal

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Thanks to Jenny Craig, I've lost 150 pounds!

creature to be Hated and Erg Raider can run over the smaller red creatures that might stand in its way. In all there are 20 fast creatures that are capable of mowing down your opponent.

There are a few accessories to the deck as well. The Bad Moons and Unholy Strengths will remind many people of the black decks that did well in late 1996. These decks won many tournaments in an era that still had Ivory Tower, Zuran Orb and Balance. If they were able to overcome that class of cards, then they should be able to hold their own in today's environment.

With the spells in the deck so easy to cast—only Hatred costs more than three mana—you have the opportunity to play with very little land, 16 to be exact. This is something that would be taboo in most decks, but in Dark Hatred it's a tremendous luxury. The four Mox Diamonds along with the four Dark Rituals give this deck an explosive burst of speed. Plus, you will seldom lose to mana problems. This alone can mean a match win or two throughout the course of a tournament.

The last card to round out the main deck is Cursed Scroll, a perfect fit in a deck where your hand is often empty by turn three or four. This gives you creature-elimination, should you need it, and more damage-dealing capability.

With such a well-tuned attack machine one might wonder what could possibly be needed in the sideboard. Red stands out as one potential problem. With so many direct-damage spells available to a red mage, it is advisable to give yourself some protection. Spinning Darkness is a perfect card against Sligh decks. It serves as creature-elimination and can give that extra life needed to win a race to the finish.

The rest of the sideboard is totally dictated by the environment in which you play. I use four Coercions against permission and two Perishes to clear the many green walls that seem to be in tournaments these days. Rounding out the sideboard are three Diabolic Edicts, which help against a mirror match (when you're battling a foe with a similar deck) and two Wastelands, which can cripple an already slow deck.

There is little more to say about playing Dark Hatred; it's fast and furious and gives your opponent little room for error. There are situations where you can overextend your creature base by putting too many into play at once, but for every time an Earthquake kills three creatures, you'll win five times as often. The best thing to remember when playing this deck is to come with a smile on your face, 'cause you're going to be hating the rest of the day.

Mark Justice "for all" hates it when people use his name in stupid clichés.

THEME DECKS

the non-killer deck

RAINING CATS & DOGS

One of the cooler cards in the new *Exodus* set is Mirri, cat warrior and legend supreme. With plenty of Wildcats and other Cat Warriors to go along, including the outcast Jedit Ojanen, we came up with the makings of a nifty theme deck. But we need MORE cats. Fortunately, there are quite a few to choose from.

Lions are cats. Cheetahs are cats. Panthers? They're cats too. Cat Burglar? Close enough. Still not enough house pets? How about dogs...there are plenty of those too. Wolves, hounds, jackals...they all fall into that general canine category. We even threw in the goat-like Beasts of Bogardan.

But what does this deck have to do with raining you ask? Aha! That's where the Cat-a-pults come in. Launch those felines into the air with the likes of the Skull Catapult. And heck, while you're at it, give some of those canines the send-off as well. Throw in a Goblin Bombardment (which doesn't really have anything to do with cats or dogs) and you can splatter house pets all over your opponent.

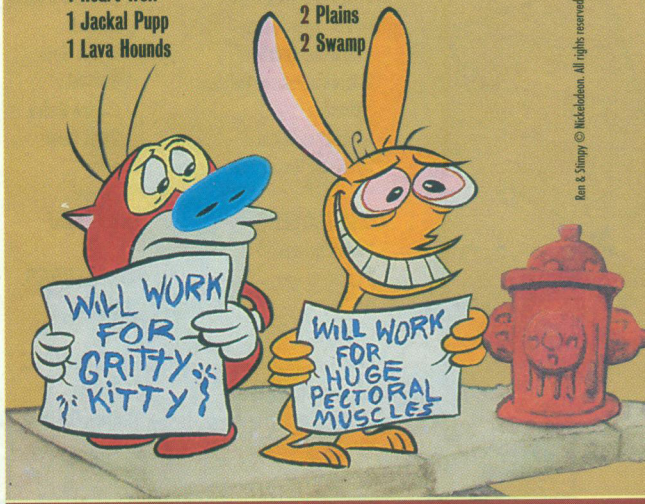
■ Jeff Hannes, Animal Activist

CATS
2 Canyon Wildcat
1 Cat Burglar
3 Cat Warriors
1 King Cheetah
1 Jamuraan Lion
1 Jedit Ojanen
1 Mirri, Cat Warrior
1 Mtenda Lion
2 Panther Warriors
1 Savannah Lions
1 Uktabi Wildcats

DOGS
1 Arctic Wolves
1 Beasts of Bogardan
1 Dauthi Jackal
1 Dire Wolves
1 Elven Warhounds
1 Ghost Hounds
1 Heart Wolf
1 Jackal Pupp
1 Lava Hounds
1 Master of the Hunt
1 Mongrel Pack
1 Monstrous Hound
1 Snow Hound
1 Timber Wolves
1 Tundra Wolves
1 Vampire Hounds
1 Watchdog
1 Wyluli Wolf

IT'S RAINING!
1 Dwarven Cat-a-pult
1 Goblin Bombardment
1 Grapeshot Cat-a-pult
1 Skull Cat-a-pult
1 Whirling Cat-a-pult

BACKYARD
10 Forest
4 Gemstone Mine
6 Mountain
2 Plains
2 Swamp



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KD2

KILLER DECKS II

STAR WARS™ CUSTOMIZABLE CARD GAME™

BY MICHAEL MIKAELIAN

Every day on Tatooine is a hot one. But today is just a little bit different. Over in Jabba's Palace, there's a whole orchestra of jizz-wailing musicians playing up a storm. I hear they're gonna be at the Mos Eisley cantina tomorrow night. Or who knows—if they can book passage on a ship, they could be playing Hoth, Cloud City or even the Death Star!

Okay, "Star Wars" is about starships, blasters, the Force and good versus evil, right? Would you believe it's also about finding the perfect gig? With this Light Side deck, it's all about the band. Except for the mysteriously absent Sy Snootles, this deck has all the galaxy's greats—Figrin D'an and the Modal Nodes and the Max Rebo band jammin' together with Oola and a Kitonak horn section to boot. It's Lalapalooza meets *Star Wars*!

It all starts on Hoth, where Artoo and Threepio act as booking agents for the musical menagerie. Using your droids and How Did We Get Into This Mess, you can cycle quickly through your deck, deploying your locations and the all-important Do, Or Do Not. It's an old trick, but it keeps working for you all throughout the game. After you've deployed as many of these cards as you can, play it again, deploy some more and, if possible, do it again. Once you've deployed all or most of your sites, you should have enough Force to do all the things this deck is meant to do.

Once you've got yourself set up, hand things over to the band's manager—Arleil Schous. Arleil's unique game text lets you do two things—get a Kitonak from your reserve deck and, on Tatooine, deploy your aliens for one less Force each. Next, you'll want to deploy Jess, giving you the possibility to retrieve up to 12 Force. You have the luxury of waiting a couple of turns to do so, since setting up can take a while.



"Me? You want me for the Pert commercial?"

Against a quick Dark Side deck, you should be ready to lose a few Force to early drains. Ideally, you'll want to play Max Rebo next, resulting in all of your musicians deploying for free. Now you can drop every last one in your hand, plus, for a few Force, deploy your roadies too. You should even have a few Force left over to draw some cards at the end of your turn and still save some for It's A Trap or Blast The Door, Kid.

Now that the band's all here, the fun can begin. Once you have most of your characters on the table, go for a little Civil Disorder. To make matters worse for your opponent, Oola makes sure he doesn't have any unique male Imperials

JABBAPALOOZA



LOCATIONS
1 Dagobah: Yoda's Hut
1 Hoth: Echo Command Center (Starting Location)
2 Jabba's Palace: Audience Chamber
1 Tatooine: Cantina
1 Yavin 4: Massassi War Room

CHARACTERS
1 Arleil Schous
2 Artoo
1 C-3PO
1 Chewbacca
1 Doikk Na'ts
1 Droopy McCool
1 Figrin D'an
1 Ickabel G'ont
2 Jess
1 Kal'Falnl C'ndros
3 Kitonak
1 Leesub Sirln
1 Max Rebo
1 Momaw Nadon
1 Nalan Cheel
1 Oola
1 Rennek
1 Tedn Dahai

CREATURES
1 Worrt

INTERRUPTS
1 Ambush
1 Blast The Door, Kid!
1 Choke
3 Control
1 Droid Shutdown
1 Fallen Portal
1 Grimtaash
3 How Did We Get Into This Mess?
1 It's A Hit!
2 It's A Trap!
1 Levitation
1 Mandalorian Mishap
2 Nabrun Leids
1 Skull
2 The Bith Shuffle
2 You Will Take Me To Jabba Now

EFFECTS
1 A Gift
1 Bacta Tank
1 Civil Disorder
1 Demotion
1 Do, Or Do Not
2 What're You Tryin' To Push On Us?

SUBSTITUTIONS

Artoo	8D8
C-3PO	CZ-3
Chewbacca	Klatooinian Revolutionary

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"Hey! Who's playin' 'Pop goes the Weasel'?"

or aliens to deploy. Some players may try to fill up their hand to take them out of Oola-range. If your opponent goes over 12 cards, playing Grimtaash as a used interrupt takes him down to eight. After looking at his hand with Oola, unleash the groupie—Leesub Sirln. Oola shows you exactly what your opponent is holding. Using Leesub, you can play the odds to get your opponent to lose that extra Force. Naturally, you'll also want to try to retrieve one Force with Figrin D'an each turn too.

Even though you'll have lots of characters, it may still be prudent to avoid battles when you can. With a few exceptions, you only have one copy of each character. Fortunately for you, many of them are very annoying. It could take several battles for your opponent to knock off all of your good characters. Although Vader's Lightsaber can be scary, remember that Choke allows you to cancel all remaining attrition against you after forfeiting an alien—even if that alien forfeits for 0. If you have more power than your opponent, just put the poor slob in the Bacta Tank and play him again next turn. Plus, if he's a musician, don't forget to retrieve the Choke when you deploy him. You should be able to handle most things your opponent throws at you—every card in this deck foils some sort of devious trick.

After your droid is done finding locations for your band to play, it might be a good idea for him to hop the next shuttle to Tatooine, just in time to deliver A Gift to your opponent. Against bounty hunter decks, A Gift can be devastating. It subtracts 1 from all opposing Force drains and 2 from all opposing battle destinies with an alien, and acts as an undercover spy on Tatooine only. If your opponent has Jabba at the Audience Chamber, you can move your droid from any Tatooine site directly to there with You Will Take Me To Jabba Now.

They say music tames the savage beast. If that beast is a bloodthirsty Dark Side opponent, then this deck lets you put the old adage to the test. So break out the instruments, get the band back together and start singing the chimes of your opponent's doom.

Michael Mikaelian resents the term "butt-heads." The Bith are cranially challenged.

UP YOUR SLEEVE

VIBRO-AX

Many players overlook this potent weapon based on its limitations. That's unfortunate, because then they don't realize all the things it *does* do. It's a 4 destiny, adds 1 to the user's power and, best of all, can exclude an opponent's character from a battle.

There are two approaches to using a Vibro-Ax. The first is "I've got plenty of 3- and 4-power aliens that have a decent chance of excluding a main character from a battle." Boba Fett, Bossk, J'Quille, plus non-unique aliens such as Weequays and Gamorrians have a built-in edge over Luke Skywalker and Princess Leia. Characters such as Kal'Falnl C'ndros and Wedge Antilles don't stand much of a chance against one of them swinging an ax.

The other approach, which is more combo-oriented, but much more enticing, is "Hey, if I put a Vibro-Ax on Bane Malar, he can 'mindscan' someone, and then have a 2-power advantage in removing him from the battle." For more combo-mania, insert 'Dengar' and 'lots of characters on the other side of the table' into that last statement.

There are many advantages to removing a character from a battle. The most obvious is if that character is the difference between your opponent drawing a battle destiny or not. If your opponent draws no battle destiny, that usually means you don't have to lose any characters. Even when you can't reduce his ability total to less than 4, removing a character can still greatly change the outcome. Don't Get Cocky, Skywalkers, Gift Of The Mentor and Rug Hug become rather useless without Luke in the battle.

Even the Light Side has uses for this unassuming weapon. The mighty Wookiee Chewbacca gets a little mightier with a Vibro-Ax. The power bonus imbued is always there, giving him an extra boost when performing his favorite activity—Wookiee Strangle!

The Vibro-Ax may be limited to alien warriors, but hey—*Jabba's Palace* includes a bunch of them!

■ Michael Mikaelian



FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S



BY JEFF

HAND

THIS MONTH:
MAD ABOUT YOO-HOO



Photo: Paul Schiraldi

YOU CAN'T WIN.

Eugene T. Dudley, the world's worst *Magic* player, has done it this time. It took him over a year to get a rematch, but Eugene finally has a chance to beat his archnemesis, Clint "The Fist" Canyon. Unfortunately, in his excitement, Eugene knocked over his can of Yoo-hoo, spilling chocolate milk substitute all over the playing field.

To make matters worse, Eugene's cards are now floating in the mess and he doesn't know which cards are supposed to be tapped and which cards should be untapped. He knows that he was about to play a Seismic Assault to win the game, but now Clint won't let him. A stickler for the rules, Clint refuses to let Eugene continue unless he can figure out exactly how each of his cards should be positioned.

While Eugene is crying over spilt Yoo-hoo, can you **figure out what Eugene has done so far this turn, and which of his cards should be tapped?**

KEEP IN MIND THE FOLLOWING:

- Eugene remembers that he drew a Tarpan during his draw phase and, using his Sylvan Library, put two forests on top of his library.
- At the beginning of his turn, there were no cards in Eugene's graveyard.
- After taking a hit from Eugene's Jackalope Herd and Juzam Djinn last turn, Clint was at 12 life at the start of the turn; Eugene was at 2.
- Last turn, when Eugene attacked with the Jackalope Herd, his Nurturing Licid was attached to it.
- Clint played a Festival at the beginning of this turn to prevent Eugene from attacking, but he hasn't interfered in any other way.
- Remember, in order to figure out which cards should be tapped, you must outline step-by-step what Eugene has done so far this turn.
- The picture to the left shows where things were when Eugene was about to cast the Seismic Assault, for which he had already tapped the mana.

CARDS IN PLAY AT START OF TURN

Carnophage
Fireslinger
Goblin Lyre
Jackalope Herd w/ Nurturing Licid
Juzam Djinn
Mana Flare
Meekstone
Plague Bearer
Sylvan Library

CARDS IN HAND AT START OF TURN

Mulch
Seismic Assault

LAND IN PLAY AT START OF TURN

Forest (x2)
Koskun Keep
Mountain (x2)
Scorched Ruins
Swamp

THE CONTEST

Mail in your step-by-step solution to:
DEAD MAN'S HAND:
MAD ABOUT YOO-HOO
C/O INQUEST
PO BOX 118
CONGERS NY 10920-0118
The winner, randomly chosen from all correct entries, will snag a box of *Exodus*. All entries must be postmarked no later than **August 28, 1998.**

THIS MONTH'S DIFFICULTY RATING:

					Seizure Inducer				

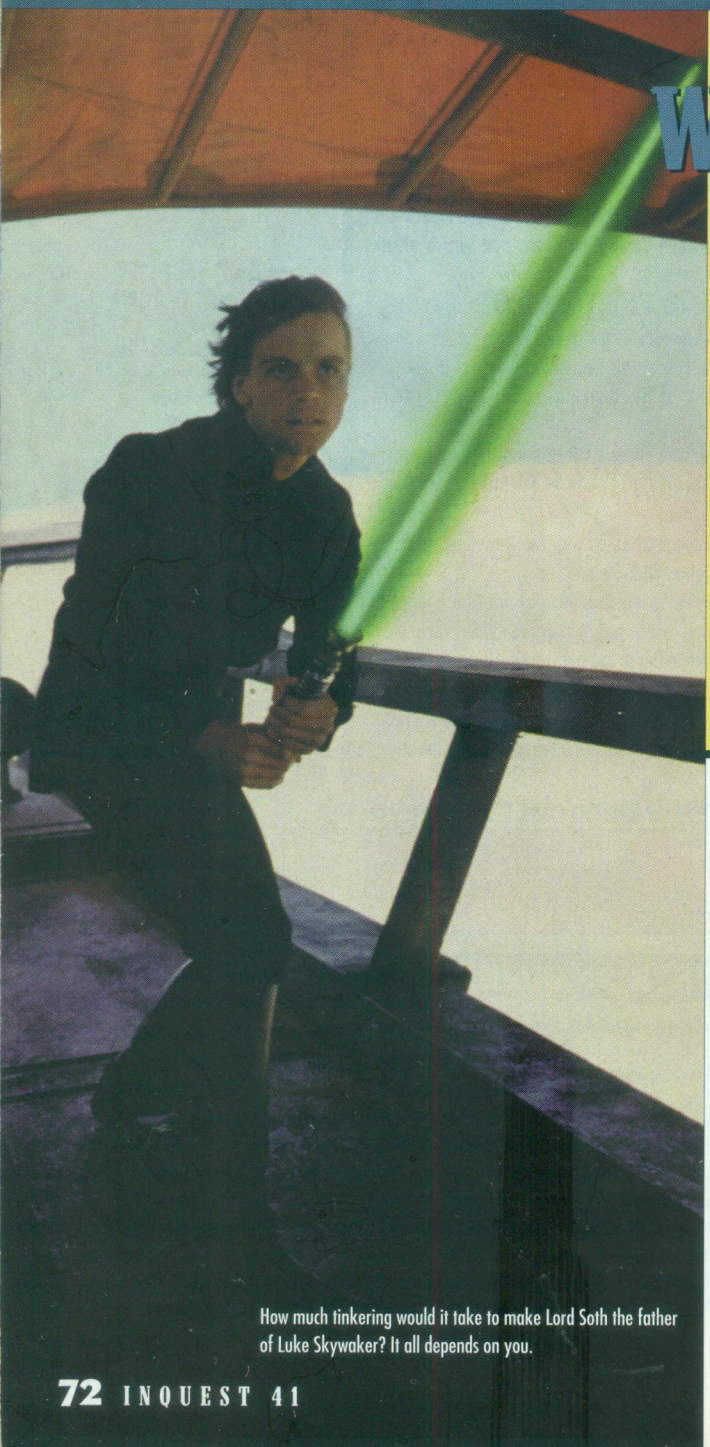
LAST MONTH'S "QUEEN FOR A DAY" SOLUTION:

1. Add two green mana to your mana pool from the Eladamri's Vineyard. Tap the City of Shadows, Swamp and Fyndhorn Elder for mana. (1 black, 4 green, 6 colorless in pool.)
2. Cast Verdant Touch and pay its buyback to turn the Swamp into a 2/2 creature. (1 black, 3 green, 2 colorless.)
3. Tap the Stronghold Assassin and sacrifice the animated Swamp to destroy the Harvest Wurm.
4. Tap the Brine Shaman and sacrifice the Sylvan Heirophant to give one of your other creatures +2/+2. When the Heirophant goes to the graveyard, remove it from the game to return the Harvest Wurm to your hand.
5. Cast the Harvest Wurm, returning the Swamp to your hand when it comes into play. (1 black, 2 green, 1 colorless.)
6. Cast the Mox Diamond and discard the Swamp.
7. Tap the Mox Diamond for red mana. (1 black, 2 green, 1 red, 1 colorless.)
8. Tap the Gemstone Mine for blue mana. (1 black, 1 blue, 2 green, 1 red, 1 colorless.)
9. Cast Verdant Touch to make the Gemstone Mine a 2/2 creature. (1 black, 1 blue, 1 green, 1 red.)
10. Untap the Gemstone Mine with the Seeker of Skybreak.
11. Tap the Gemstone Mine for white mana. (1 black, 1 blue, 1 green, 1 red, 1 white.)
12. Cast the Sliver Queen. Hoorah!

HANNES

CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR GAMEMASTERS



How much tinkering would it take to make Lord Soth the father of Luke Skywaker? It all depends on you.

BY BRENT FISHBAUGH

Worlds of Fiction

You move silently, winding your way through the dark streets of Greyhawk toward the sound of the duel. Peering around a corner, you see a large figure with a billowing black cloak dealing blow after blow to his smaller opponent. The black figure's sword glows red as he brings it down repeatedly, only to find himself blocked by the shining green blade of his foe. Both weapons hum magically in the empty alley, echoing through the streets. Suddenly, the dark figure stops and looks right at you—this despite the ring of invisibility you wear. He turns back to his opponent, now lying in the dirt at his feet.

"We will finish this another time…young Jedi." The shadows seem to gather and twist around him, and he is gone.

Adapting worlds, plots and characters created by others into your campaign is an important tool in a gamemaster's tool kit. Often, it's best to disguise the origins of borrowed ideas, but it can also be great fun to bring cool people, places, items and situations directly into your game world with little or no modification.

The easiest way to adapt something is to pick a setting or a facet of a setting that you like and customize it to a similar genre. For instance, in the "Star Wars" example, adapt the Jedi to an *Alternity*, *Trinity* or even a *BattleTech* campaign. It's easy to keep most of the major elements within the same boundaries, because the fundamental background of the Jedi Knights remains unaltered. They still come from a multitude of planets; they're nearly wiped out by an evil empire; they have the same powers. Only now, they're wielding them against the forces of the Ogotek or the Weren. Placing "The Lord of the Rings" in your *AD&D* game is likewise a cinch; give Tolkien's characters *AD&D* stats, drop them into your campaign world according to its geography, and you're good to go. In these cases, there's not much to adapting the worlds, but there's no getting around the tinkering with the system that's necessary.

While you can bring an unaltered concept into a similar genre campaign, it's often more interesting and fun to add a few twists of your own. For example, place the Jedi in an *AD&D* campaign; not only have we removed the Jedi from the space opera environment in which you'd expect to find

"Return Of The Jedi" ™ & © 1997 LucasFilm Ltd. "Ghostbusters" ™ & © 1984 Columbia Pictures. Photos courtesy Foto

them, but their whole history and purpose have been modified. Our Jedi Knights are an ancient and secret religious caste dedicated to preserving the balance of good and evil in and around the city of Greyhawk.

Bear in mind that if you go with the "twist," you might be in for a lot of work. Not only must you possess vast knowledge on the topic you're customizing, you must also have a mastery of the game mechanics and setting above and beyond that of a normal gamemaster; at the very least, you need to know those game details that deal with the topic you're adapting. It's one thing to drop the Jedi into a spacefaring campaign where their basic background can be imported unaltered to the new game system; however, when you place them in a different genre, you need to know the Jedi inside and out to effectively fit them into your game, *and* you've got to sit down and tinker with the rules—mainly, character creation and combat—until you can make a playable Jedi. Plus, you've got to find a way to integrate their background into the alien genre. Because, sure as shootin', the minute you introduce them, one of your players is going to want to run one. How will the Jedi Mind Trick work in *AD&D* mechanics? How does the Force fit into the religious system? What kind of stat bonuses can you expect as you move up in levels? You need to think about such things when you start to work on your subject.

There's no real first step in choosing what to adapt. It should be something that interests you—because you're going to be spending a lot of time flushing it out—and something that the players will get a kick out of. Listed below are a few ideas to help you get started:

PEOPLE

- The masked vigilante Kitsune—Japanese for "Zorro"—leads raids on the forces of the oppressive Emperor in *Legend of the Five Rings*.
- Your *Alternity* players must kidnap the princess of John Carter of Mars.
- A bunch of immortals with swords show up in your *Champions* city-of-choice to do battle to the death for some mysterious "prize."

PLACES

- The fake urban settings of "The Truman Show" or "Dark City." Fantasy warriors are held for observation and experimentation by evil mages.
- The city in "Logan's Run," where citizens must commit suicide when they reach a certain age. The citizens are "World of Darkness" vampires.
- Dominaria, a planet of creatures and magic, serves as the setting for a *Star Trek* campaign.

THINGS

- A Malkavian vampire gets ahold of the Hand of Vecna.
- Stormbringer falls into the hands of a *Shadowrun* dragon.
- Sauron and his Ringwraiths take the place of the Empire in your *Star Wars* game as they search planetary systems for the One Ring of the Jedi.

Whatever you choose, find the areas in the core rulebook—or even a good supplement that deals with the topic you're adapting—and study it. Examine the details included by the authors and design stats to cover those effects in game terms. If you do this, you'll be fairly prepared when players want you to explain your rulings or borrow your idea for a campaign of their own.

Taking an aspect of one fictional world and dropping it into another depends on just how creative—or twisted—you are and how hard you're willing to work at the math and details that come with the project. In the end, as John Connor, *Deadlands* Ranger, might say as he's hunted by a cyborg abomination from the future, "There is no fate but what we make."

Brent Fishbaugh would like to thank Scott and David Roomes for their insight into integrating the Jedi class into AD&D.



The Ghostbusters versus Cthulhu? It could happen.

The *AD&D* Jedi

Ability Requirements

STR 10	DEX 10
CON 10	INT 9
WIS 9	CHA 12

THAC0: Priest
Saving Throws: Warrior
Hit Dice: d10

Optional Abilities:
- Fighter CON Bonus
- Heal as Paladin
- Move Silently as Ranger

Restrictions
- Keeps only 20% of all treasure; the rest goes to building a Jedi "school."
- Must be good.
- Follows ethos and code.
- Must heed a call for surrender.

Force Abilities:
- Detect "changes of the Force"—heavy magic use, mass death.
- Detect other Jedi up to 60' away.
- Specialize as fighter in lightsaber.
- Gain certain new powers as they rise in level (see chart below).

Power	Exp. Necessary to Advance	Level Achieved/ Number of Uses
Detect evil/good	1	1/day/every odd number level (1,3,5, etc.)
Foresight	2 (2,150)	At will
Heal Self	3 (4,300)	1/day, 2 hp/level
Suggestion	4 (8,600)	1/day/every three levels (1,4,7, etc.)
Empathy	5 (17,200)	1/day/level
Divination	6 (34,400)	1/week
Feign Death	7 (68,800)	1/day, 1 hour/level
Comprehend Languages	8 (90,000)	1/every two days
Hypnotism	9 (180,000)	1/day
Audible Glamour	10 (360,000)	1/day/every other level
Telekinesis	11 (720,000)	1/day
Telepathy	12 (1,400,000)	2/week

For every level above 10, add 2 hit points instead of rolling.
For every level above 12, add 1,400,000 to the necessary experience points.

Lightsabers
- Do 2d6 damage, with no STR bonus. Kill opponent on critical hit.
- Deflect spells targeted at the wielder, if the Jedi is conscious of the attack.
- Cannot be constructed until 11th level, although they can be found before then.
- Lightsabers are to Jedi what Holy Avengers are to Paladins. Same experience point value and scarcity.
- Cost = 1d6 months prayer time + one month/bonus +1, Base 3,000 gp + 2,000/+1.
- These are magical weapons, usable only by Jedi.
- Color reflect user's alignment: White (Lawful Good), Blue (Neutral Good), Green (Chaotic Good); varying degrees of red (Neutral to evil).

LEGENDS

ORIGINAL CREATIONS TO ENHANCE YOUR ROLEPLAYING CAMPAIGN

THE RIVEN BLADE



The sweat dripped from Ronar's brow as the wights backed him into a corner. His only option was to fight his way out, and his trusty battle axe was useless against the undead. The warrior gripped the mysterious runed sword he had recently discovered. As he raised the blade from its exotic sheath, it pulsed with a faint glow.

Drawing a deep breath, Ronar drove the blade into the nearest abomination and gasped with astonishment as the sword carved effortlessly through the creature, slicing it in half. With a surge of confidence, Ronar lunged sword-first at another of the undead, but the blade twisted away from its target. The fighter swung with all his might, but to no effect. The sword had a mind of its own.

Ronar let out a cry of panic and swung the sword wildly; his screams died as he was enveloped by a crowd of the blood-hungry creatures.

THE RIVEN BLADE

The Riven Blade is an enchanted long sword that thirsts for new killing experiences. If its strike is successful, it immediately slays a representative of a species unknown to it. However, it refuses to waste its time with an entity it has already added to its collection of experiences; it will not harm a type of creature it has already slain.

The lower regions of the blade are etched with dozens of small sigils and runes. These appear to be icons of various types of creatures, and do indeed represent the sword's victims. When the blade slays a new species, a new icon appears shortly thereafter, magically etched into the blade with a bright glow. The detail in these icons makes them readily identifiable by those who have encountered the creatures they represent.

All of the components of the Riven Blade—hilt, blade and scabbard—appear to be constructed from different organic materials, but no sage has yet identified what they are, nor how they maintain their strength. The blade is constructed of a bone-like material as well, with a silver metallic sheen. The scabbard, as far as anyone can determine, is constructed from a pair of giant, translucent insect wings—perhaps those of a giant drag-

BY PAUL SUDLOW

Illustration © Ed Beard Jr. *Advanced Dungeons & Dragons*™ & © TSR. *GURPS*™ & © Steve Jackson Games. *Legend of the Five Rings*™ & © Five Rings Publishing Group.

onfly—wrapped again and again around the sword and magically frozen into their final shape.

ORIGINS

None truly know where the Riven Blade comes from, nor why it was enchanted in such a curious fashion. Because it is constructed from unknown materials, sages theorize that it is alien to the known world, possibly placed here to catalog local species. What it will do when it feels it has collected enough victims is also unknown; it may return to its place of origin or simply cease functioning as an enchanted blade.

The Riven Blade's true origins in your campaign depend on what game system you are running. In *AD&D*, it may hail from the outer planes or the Underdark, created by some powerful being to collect data on "exotic" lifeforms. In *L5R*, perhaps it is a katana created by a secret sect devoted to killing oni in the Shadowlands; since oni are not born, each is unique to the sword and hence a valid victim. Alternately, the sword may have come from the Shadowlands, and its desire is to kill a human from each province rather than a member of every species.

In designing your own Riven Blade, devise a list of creatures the sword has already slain for your own reference. Depending on its past, it may only have very few victims to its credit or may have already claimed a great many; these creatures may mostly be common to the local area or exotic residents of a different plane. It all depends on how you want the players to use the sword.

SPECIAL ABILITIES

The Riven Blade has the following abilities:

• It will not strike creature types it has killed. It will either twist in its wielder's hand to avoid striking such a target or, failing that, pass through the flesh of the target without effect. It also won't allow itself to be thrown at creatures.

• Any creature successfully struck by the Riven Blade is slain immediately. There is no avoiding this fate; no amount of armor, skill or magical protection can prevent this.

• Different species of the same creature type are affected by the sword. For example, the sword could slay both one black dragon and one red dragon. However, all members of one race are considered the same species. A human is a human, no matter where he is encountered.

CAMPAIGN IDEAS

• The PCs discover the Riven Blade in some tomb or treasure hoard, but they have no knowledge of its properties or any means of learning them. The only way to discover the blade's true nature is by experimentation; hopefully the PCs will fare better than poor Ronar.

• The characters find the Riven Blade in the crypt of a famous dragon or oni slayer. Once they discover the sword's secret, they may surmise the great hero made his reputation more with the sword than with fighting prowess. They may decide to reveal his secret or take up where he left off. Naturally, most of the creature types he stalked have already been killed by the sword, but there are plenty other mighty beasts to fell...

• The sword is loaned to the characters by a religious or political power which hires them to slay a dire enemy—perhaps a vampire lord or ogre king. The target's species has not yet been slain by the sword, making it an ideal tool of destruction. Unfortunately, in getting to the target, the characters must defeat several of his powerful lieutenants, all of whom are also of his species. Temptations to use the sword early abound.



The Riven Blade can dissect a deck that relies on a large variety of creature types. At the worst, it's a one-shot colorless creature-eliminator.

• When a certain assortment of creatures have been killed, the true power of the Riven Blade will awaken. The PCs discover an ancient text or scroll, from which they can determine which creatures need to be killed. The PCs must then go on a quest to find and slay each of the beasts—some fairly common, others much more exotic. But will the power they unleash be beneficial or malevolent? Only one way to find out...

• The PCs find or receive the Riven Blade, but it is a part of an ensemble rather than a unique item. Perhaps there is also a suit of armor, gauntlet and/or shield with similar properties. If all of the pieces have individually faced a common foe and are then united, they collectively can be used repeatedly against creatures of the same type. This should only be to help complete some grand quest; the artifacts either lose their power or vanish once the ultimate goal has been accomplished.

Paul Sudlow once had a magical butter knife that could slice through a wide variety of lunch meats—even bologna.

LORE GAME STATS

AD&D	GURPS	L5R
BASTARD SWORD	BASTARD SWORD	KATANA
SIZE: M	MIN ST: 8	ROLL: +2
SPEED FACTOR: 3	REACH: 1, 2	KEEP: +2
TO HIT: +3	TO HIT: +3	TOTAL: 5k4

Basic training

STRATEGIES and GAME IDEAS FOR BEGINNERS

by john wick

Legend of the Five Rings Roleplaying Game (*L5R*) is based on the collectible card game of the same title. It takes place in the fantastic Empire of Rokugan, a place that looks a lot like feudal Japan with a few distinct differences. It is a game where a character's honor and sincerity are just as important as his skill at swinging a sword or slinging a spell. Rokugan's population is divided chiefly among seven clans, although there are a fair share of minor clans and ronin or masterless samurai running around as well.

Because Rokugan is such a foreign setting for many Western gamers, getting into the swing of things can be a bit daunting. This article addresses many of the more common questions beginning characters have with Rokugan and her resident samurai and shugenja.



PUBLISHER: Alderac Entertainment Group
LEAD DESIGNER: John Wick
GENRE: Samurai Fantasy
RELEASE: November 1997

MAKING A CHARACTER

There are a lot of things to consider when making a character, especially when you have to start thinking like a samurai. Here's some information to make it a little easier to get into the samurai ethic.

MONEY: *L5R*'s character creation system is simple and quick but still allows for a lot of diversity. Players choose a clan, then a profession—chiefly samurai or shugenja—select skills from their appropriate schools, then spend character points to personalize their characters. There have been a lot of questions about this process, almost all of them revolving around one very important topic: starting money.

One big question concerns pricing—of everything from a cup of tea to armor. In most RPG systems, prices are more or less fixed. In Rokugan, things aren't

Legend of the Five Rings™ & © Alderac Entertainment Group

that simple because the economy is based on two variables that affect price: rice and bartering.

The standard coin of Rokugan is called a "koku," which is a rough measure of how much rice it takes to feed one man for a year. Now, when a country chooses to base its economy on rice, it faces a few problems—namely the laws of supply and demand. When the rice crops are healthy, the value of koku goes down, because there's plenty to go around. But when the rice crops come in short, the value of a koku skyrockets, because not everyone can have all the rice they want.

The second problem with the currency is that Rokugan's economy is still stuck in a bartering system. Items are not considered to have intrinsic value, but only perceived value. Rokugani never ask "How much is that worth?" They always ask "What do you want for that?"

As a result of these two variables, the prices listed in the main rulebook should be regarded as an extremely rough guideline. They're likely to fluctuate from region to region, from person to person, and—depending on the local crops—from season to season.

One last note on money. Many players are going to have samurai characters—from the samurai caste, not necessarily of the profession—which means that money is not very important to them. As the saying goes, "If a man is unwilling to part with his money, how willing will he be to part with his life?" Samurai are devoted to their lord, willing to throw away their lives in a heartbeat. It is important for a samurai's image to have people see him spending his money with careless abandon. Frugality and bushido do not mix.



Don't mess with the samurai-ko. In *L5R*, the women hit as hard as the men.



CHARACTER BALANCE: While the character creation rules allow a player to create a real combat monster, it isn't recommended. Rokugan is a very polite culture, almost to the point of fanaticism. Social skills are often more important than combat skills in the upper echelons of Rokugani culture, and the socially inept super-warrior will quickly find himself lost when not on the battlefield.

There is a correct way to do *everything*, including getting dressed. Characters who put all their points in bugei skills or combat skills miss out on more subtle ones, which means they will never get anywhere in Rokugan society. If you literally don't have the right skills, you'll never be accepted in Rokugan society, which is a worse threat than it sounds. After all, you can fight and fight until you're bruised and bloody, but your cousin with the sincerity and courtier skills is going to get the promotion before

Resources

GETTING STARTED

***L5R RPG* Basic Book. $30.** Everything you need to know to play and run the game.

RECOMMENDED SUPPLEMENTS

***Game Master's Pack*. $15.** The GM Screen, a starting adventure—*The Doom of the Hare Clan*—GM advice, rules for black magic, frequently asked questions and a few more goodies.

***City of Lies*. $30.** An extensive boxed set that includes three books, two maps, GM intro booklet and magistrate journal. Includes all the information you'll ever need to run a complete two-year-long campaign in Rokugan's seediest city.

ON THE NET

You can subscribe to the official *L5R RPG* list by sending an e-mail message to majordomo@frpg.com. Include the line "subscribe (your user name) l5rrpginfo.com" in your message, and you're up and running! Subscribers to the list include RPG Developer, John Wick and Ree Soesbee, *The Hidden Emperor* Story Directrix.

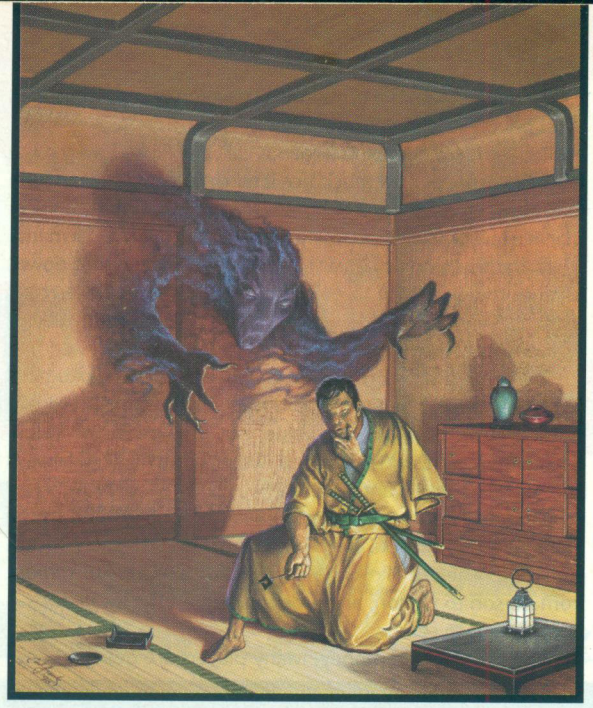
you do because he knows what to say and how to say it.

That's not to say that combat skills aren't important, of course. It's hard to be an effective samurai if you don't know which end of a katana to hold. The important thing is to realize that balance in character creation is essential.

ENEMIES AND ALLIES: Getting a group of players interested in the same clan is a bit difficult. You'll always have one person hot to play, say, a samurai from the Lion Clan, while another is gung-ho to run a Scorpion. This creates a problem for the gamemaster, because all the rivalries between clans can create tensions among the characters. It's also a bit difficult to explain why all these people from different clans are traveling around Rokugan together. Here are a few tips on integrating a party of characters from different clans.

Even though characters may come from different clans, they all serve the Emperor. Devotion to the Emperor's will is *paramount* in a samurai's ethics. If he has to suffer a slight to his honor to continue his service to the Emperor, he will. Putting his honor over his duty to the Emperor is looked on as selfish by other samurai—especially his direct superiors.

Also remember that in Rokugan, there's always a bigger fish than you. The glory rank or social standing of many beginning characters is quite low, which means there are a ton of samurai who are above them in the pecking order. If your uncle Hida tells you to get along with your Crane cousin, he isn't just talking to hear his own voice.



"Hmm. They say if you use the magic pencil sharpner long enough, you'll get a big surprise."

Gamemasters can also give each character the Emerald Magistrate Advantage for free. That way, they are all servants of the Emerald Champion, giving them one boss that outranks even their clan daimyo. The Emerald Champion is the voice of the Emperor, and his word is law. Disobeying his orders—specifically, the order to play nice with your traveling companions—is like signing your own death warrant.

There are less obvious and obtrusive ways to make your characters get along. Give your characters the kharmic tie advantage for free. Make them all "allies." Or, if you're feeling particularly nasty, make them all enemies that *need* to get along because they're all wanted by a single rival clan. For instance, let's say you've got a Crane, a Lion and a Scorpion that all hate each other. However, they have also all been framed by the Phoenix, Dragon and/or Unicorn clans. They've been ostracized by their respective clans, and all they have is each other, because they're the only ones who know the truth. With only their traditional rivals to turn to, they'll eventually learn respect for one another and become the fastest of friends.

Adventure Hooks

Here are some basic adventure hooks to get a group of players going right from the start.

A COMMON ENEMY **This is a good adventure to draw together a group of characters from a bunch of clans, as discussed in "Enemies and Allies." Most parties are made up of four to six players, each representing a proportion of the clans. If you've got an unrepresented clan, they're the bad guys. The bad guys have pulled a fast one on the characters, who have now been disowned by their respective clans and have only one another on which to rely. Or, if you prefer, make the enemy from within their own respective clans, a cabal of evil upon which they happened to stumble. They've got to find the resources to expose the conspiracy and clear their names before it's too late.**

WALL DUTY **Congratulations! You've just been assigned the prestigious duty of standing on the Kaiu Wall to help the Crab guard Rokugan from the Shadowlands. This is a great way to get "talking" characters and "fighting" characters together. The only way to get off the wall is to convince somebody higher up that you've done your duty, but you can't do your duty until you get your hands dirty first. Courtiers and fighters have to wash each other's backs, and we all know how poorly player characters work together when they're forced to!**

A PEACOCK?!? **The Emperor's favorite peacock grew ill and was sent to the Phoenix lands for healing. The spells were successful, and now it needs an escort back to Otosan Uchi. You've been chosen to guard the peacock all the way down the mountains, across the rivers and through the forests... watching for bandits, ogres and other nasties all the way. Be sure not to let that peacock go. They're hard to catch and even harder to find when they go running off into the woods.**

COMBAT

Combat in *L5R* is extremely deadly. A lot of beginning GMs have made the mistake of throwing an ogre or two against a beginning party of samurai and then watched as the ogres tore the poor bushi apart with their bare hands.

Yes, *L5R*'s combat system is perhaps the most lethal in the game industry. It is unforgiving and merciless. If a character makes a mistake, he's going to get killed. But look at it this way: The same is true for the other guy.

Western European weapons are very different from the katana employed by samurai. Samurai figured out a method for making swords—called "folding steel"—that *still* has not been improved upon. They would test their swords on a pile of criminals—usually about four to six high. They'd pile them up, one on top of another, and slice down through the pile. The sword was judged by how many bodies it cut through, and if it didn't cut quite far enough, it was usually sent back to the blacksmith to be improved.

This is the world in which a samurai dwells: He lives exactly four feet from death every moment of the day. Designing a combat system that was anything other than realistic would be an insult to the entire samurai ethic. And that's not what *L5R* is all about. Just be very careful about choosing what fights in which you get involved.

In Rokugan, samurai must fight with intelligence as well as skill. They have to choose their fights, rather than have their fights chosen for them. As one swordsman in Rokugan said as he fell into his fighting stance, "My name is Akodo Kulu. I have killed 40 men with this sword... And each one of them was a better swordsman than *you*." That kind of intimidation factor usually ends fights before they start, which is how many sword fights end up in Rokugan anyway. Samurai may be willing to throw away their lives, but they are only willing to do it if it serves their lord. Throwing away your life because it serves your own vanity and pride is selfish and not very honorable—or practical, for that matter.

THE TECHNIQUES

Many players and GMs have commented on the "secret clan techniques" that samurai acquire. I'm happy to report that I've received reports about each school telling me that specific school was unbalanced.

The fact of the matter is that each school provides a character with a specific advantage. Nobody is faster than a Scorpion. Nobody can absorb damage like a Crab. Nobody wants to duel a Crane. The list goes on and on.

When choosing a bushi from a specific school, make sure to play up your advantage. Don't try to be what you aren't.

John Wick hails from the little-known Candle Clan, whose school of paper lantern fighting is unparalleled throughout Rokugan.

character sample

MATSU HIDUKO

Hiduko is a young, ambitious, if somewhat naive, samurai-ko (samurai-maiden) of the Lion Clan who made the mistake of falling in love with a Scorpion courtier, Bayushi Nijadan. Nijadan has gained quite a deal of her clan's dearest secrets, and now Hiduko is going to make him pay... if she can find him.

Hiduko is a battle-maiden from the Matsu Bushi School—which gives her +1 reflexes. Also, when making a full attack, she adds her school rank to every die she keeps when rolling to hit and to damage. She also has the combat reflexes advantage. After initiative is rolled, she may switch places with the character whose action is directly before hers. For example, if she's third in line for actions this turn, she may switch places with the character who is second. Naturally, that person becomes the third in line.

2 EARTH
2 WATER
Strength 3
2 AIR
Reflexes 3
2 FIRE
Agility 3
2 VOID

SKILLS:
Archery 3, Battle 3, Hand-to-Hand 4, History 2, Kenjutsu 4, Naginata 2, Tetsubo 2
HONOR: 4.5
GLORY: 1.5
ADVANTAGES: Combat Reflexes (6 Points)
EQUIPMENT: Full armor, Katana, Wakizashi, Naginata, Tetsubo, One day's rations, Travel papers

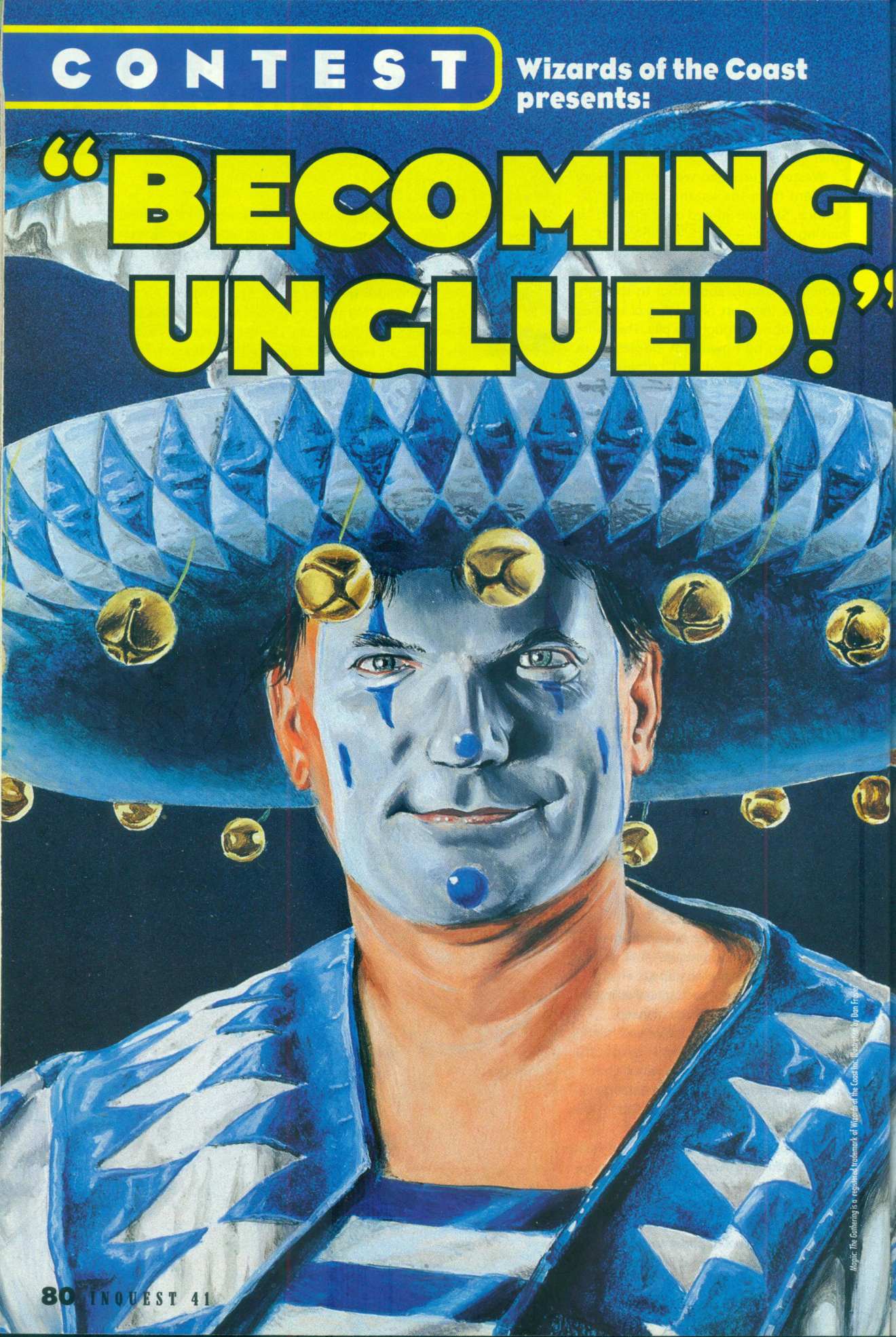


Illustration: Paul Butler

CONTEST

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One mad *Magic*-ian will have their design become a card in the next release of *Magic: The Gathering—Unglued!* As if that wasn't enough, WotC is gonna pay you for your efforts—a whopping $500!—and give you a full set of *Unglued* cards, an *Unglued* T-shirt and an *Unglued* oversized card! And Mom said playing *Magic* would never pay!

FIRST PRIZE (5):

Five demented designers will each win a full set of *Magic: The Gathering—Unglued* cards, a T-shirt and an oversized card.

SECOND PRIZE (10):

Ten more crazy cut-and-pasters will each win 10 *Unglued* boosters, a T-shirt and an oversized card.

THIS MONTH'S CONTEST IS SPONSORED BY THOSE WILD AND CRAZY WIZARDS OF THE COAST.

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Fill out the entry form and attach your entry. Put it all in an envelope. Send to:

"Becoming Unglued!" Contest, c/o *InQuest*, P.O. Box 118, Congers, NY 10920-0118.

Deadline is September 30, 1998.

LEGAL: THE GATHERING

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment Group, Wizards of the Coast, their immediate families and Paste Pot Pete. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: The Becoming Unglued Contest, c/o *InQuest*, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. We'll clue you in: WotC said they like chicken entries. So go ahead and enter, it's only gonna cost you a poultry 32 cents. All entries and all rights relating thereto become property of Wizard Entertainment Group and none will be returned. Grand prize-winning entry will appear as a card in the next release of Magic: The Gathering-Unglued or a similar card set. Choice of winning entries subject to Wizards of the Coast editorial approval. Final artwork to be rendered by an artist contracted by WotC. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by September 30, 1998.** Wizard Entertainment Group is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on originality and creativity from properly completed entries by Wizards of the Coast. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than November 9, 1998. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about October 23, 1998. Wizards of the Coast and **Magic: The Gathering— Unglued**, are trademarks of Wizards of the Coast, Inc. Illustrations by Dan Frazier © 1998 Wizards of the Coast.

For a list of winners, available after October 23, 1998, send a self-addressed stamped envelope to: The Make Your Own Magic Card Contest Winners List, c/o Wizard Entertainment Group, P.O. Box 118, Congers, NY 10920-0118.

✂ ENTRY FORM

"BECOMING UNGLUED!" CONTEST

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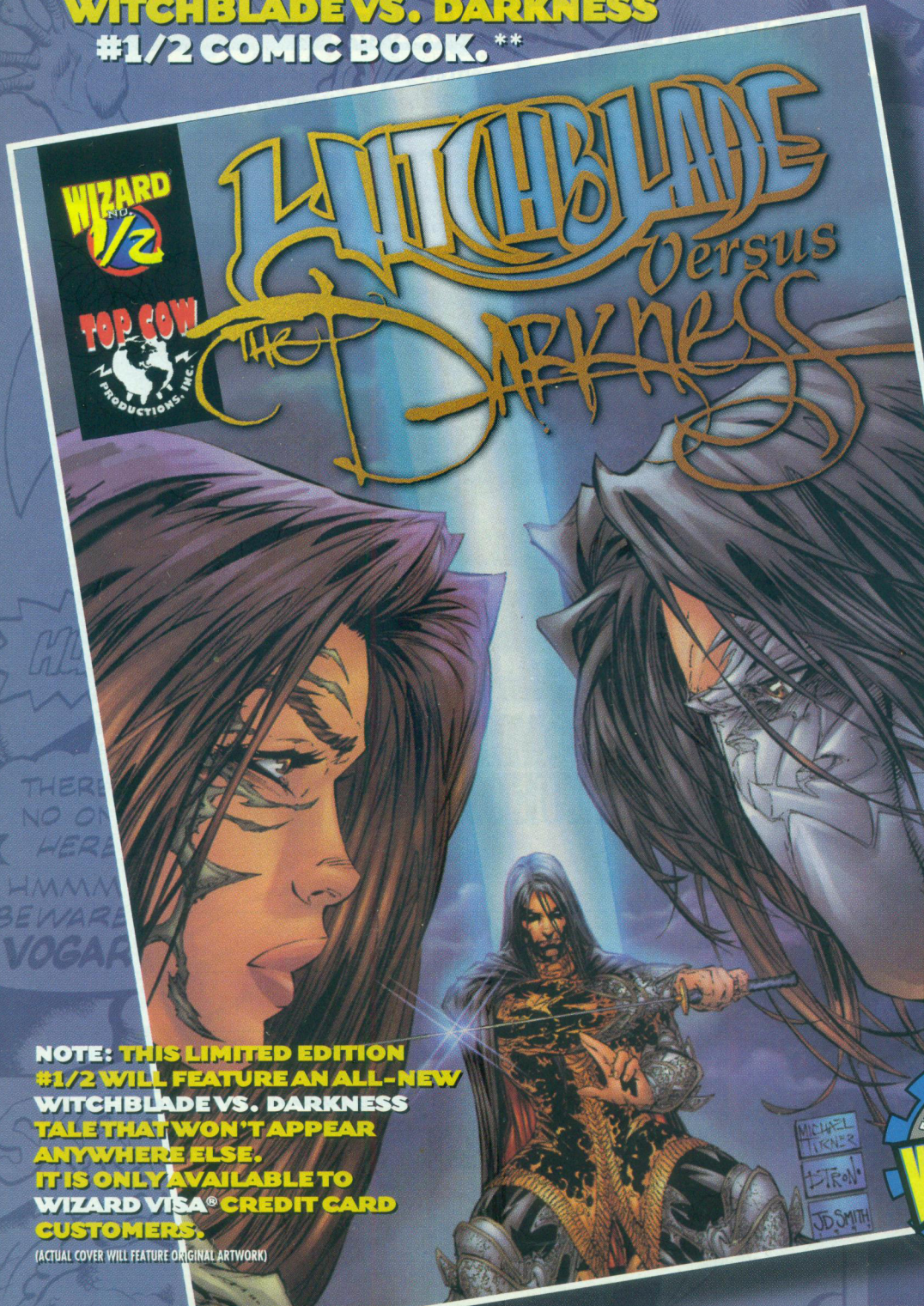
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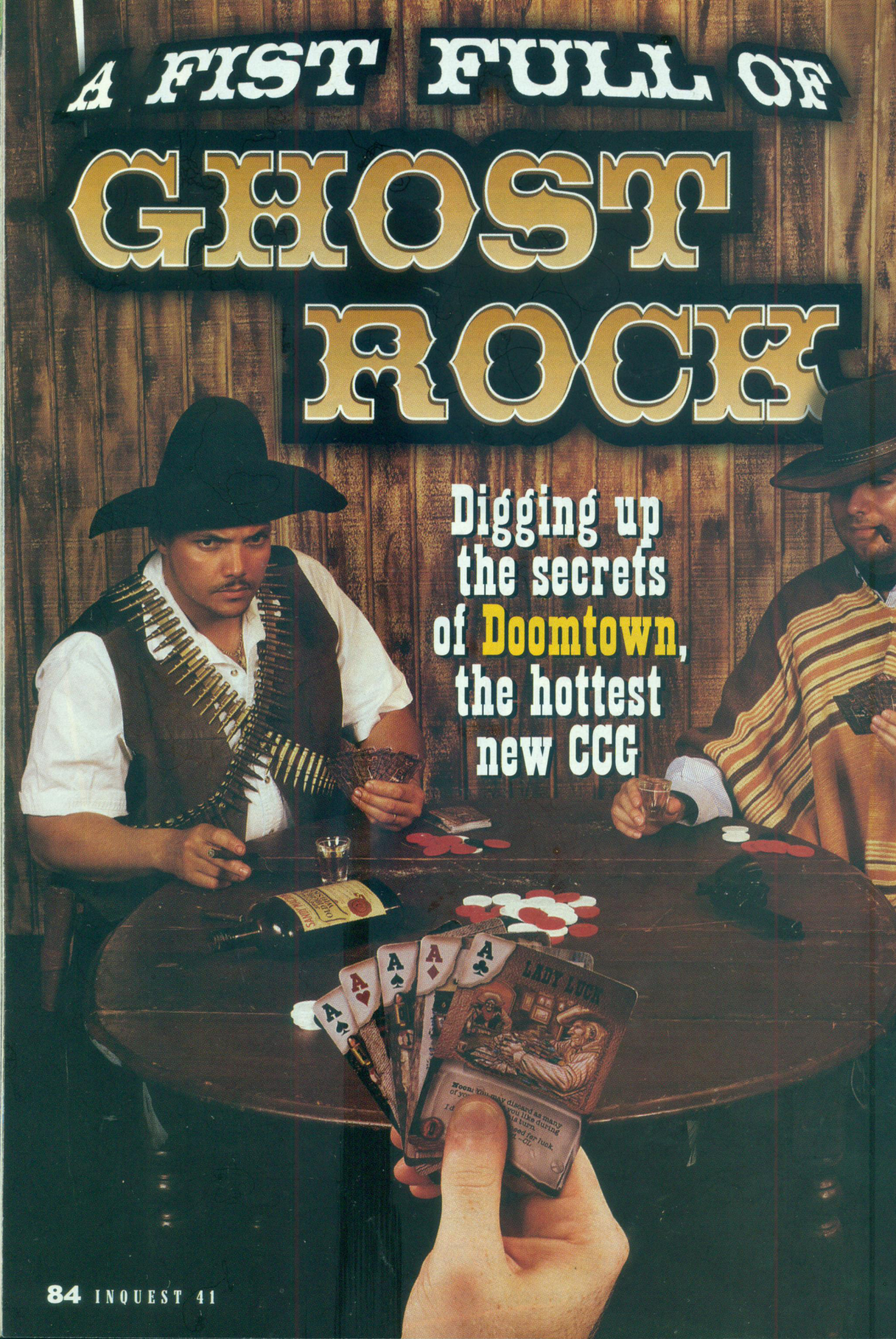
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A FIST FULL OF GHOST ROCK

Digging up the secrets of Doomtown, the hottest new CCG





Word's out. *Doomtown* is the place to be. Every tumbleweed-lovin', cow-pettin' greenhorn who fancies himself a card-flopper is checkin' out this smokin' new CCG.

Now a sarsaparilla-drinkin', mule-ridin', gun-fearin' babyface like yourself will last about 30 seconds in Gomorra, the official, legal-type name of the streets where *Doomtown* takes place. Thirty seconds is about how long it'll take before some wet-behind-the-ears whippersnapper with more bullets than brains fans his hammer in your direction and plants you like a shade tree. So if you don't want to find yourself takin' an eternal siesta, you should study up a bit and learn the lay o' the land before headin' out.

'Cause Gomorra's like no place else. It's a burg where mad scientists rub elbows with spell-slinging gamblers, and the guy you aced in a shootout last week just might crawl up from the grave and call you out again. It's a boom town that runs on ghost rock—a miracle fuel that's half uranium, half spirit and 100 percent trouble. 'Course it's also more valuable than gold, so you'll want to hook up with one of these outfits to get yourself some.

BLACKJACKS

EPISODES: 1 & 2

BACKGROUND: One of the unfortunates who ran afoul of the Sweetrock Mining Co. was a miner named Jackson. After being swindled out of his claim, he swore vengeance against the corporation that was slowly buying up Gomorra and turned to a life of crime. Now calling himself Black Jack, Jackson sees every bank job and stick up as a blow against Sweetrock. Most of the riffraff in his gang aren't so noble; they're in it strictly for the money.

STRATEGY: You shoot folks. When you ain't plugging people, you're stealing stuff. Plundering, in fact, is at the core of most Blackjack strategies. You

BY JASON SCHNEIDERMAN AND THE INQUEST STAFF

get money through theft, represented by using your gang ability and holding up the stagecoach whenever A Coach Comes to Town. Still, this often isn't enough in the early going, forcing you to Raid your opponent's vault and even go Grave Robbin'. But your thievery doesn't end at stealin' ghost rock. To win, you're gonna need Control Points (CP), and BJ and his boys don't think twice about takin' their opponents' property. Most importantly though, you'll need a solid poker strategy since you're gonna be gunfightin' to win. Stack your deck with all clubs and only a couple of numbers or the aces, eights and jacks that make up a Dead Man's Hand.



KEY CARDS: The Graveyard deed is a perfect match for you. Playing The 1st Bank of Gomorra after a shootout has left your opponent low in influence can often clinch a win. Since you may find yourself with too little rock, several copies of Founder's Day, A Coach Comes to Town and Yer All Chicken—in multiplayer games—will be necessary. You'll need Dead Man's Hand and Ambush too so's you can plug all them yellow bellies cowering at home.

DRAWBACKS: Low initial ghost rock production. BJ *is* this gang, and if he gets a one-way ticket to Boot Hill, the Blackjacks are in trouble. Therefore, the Blackjacks fear cards that weaken BJ's gunfighting ability, like Pistol Whip and Out of Ammo. The mere sight of Hangin' Judge Gabriel makes BJ crap his chaps.

THEY'RE DANGEROUS BECAUSE: They know their way around a shootin' iron like no one else.

THE COLLEGIUM

EPISODES: 1 & 2

BACKGROUND: If our history was Weird West history, you'd see the name Oswald Hardinger in textbooks next to names like Marie Curie and Thomas Edison. As the founder of the Distinguished Collegium of Interspatial Physics, Oswald's one of the foremost experts on the mechanical and chemical properties of ghost rock. The Collegium is a research facility and the testing ground for all those ray guns and rocket packs the scientists develop. Maybe someday, they'll even figure out what it is about ghost rock that makes so many of the scientists go crazy.



STRATEGY: Let technology win the game for you. The Collegium has easy access to gadgets. And since each gadget with a difficulty greater than 4 earns you a CP, get as many of these as quickly as you can. But don't ignore the non-CP generating gadgets like Prof. Parnham's Miracle Elixir or the Bullet-Proof Vest, as they can keep your high-influence dudes in the game long enough for you to win. Make money by playing low-cost strikes as well as loading up on Founder's Day events. Prof. Susan Franklin should always be a starting character. If possible, sell your unplayed goods at Perry's Pawnshop and reduce the cost of any goods you're bringing into play with Sam's General Store and the Scrapyard.

KEY CARDS: Difficulty 5+ gadgets—items like the Dynamite Launcher, Ray Gun, Rocket Pack, Flamethrower and Holy Wheel Gun. Bob's Fix-it Shop so you can protect and recycle your gadgets, and Snake Eyes to make sure you get the gadgets when you need them.

DRAWBACKS: Low initial ghost rock and low ghost rock production. Weakest gunfighters.

THEY'RE DANGEROUS BECAUSE: They can win without ever leaving home.

LAW DOGS

EPISODES: 1 & 2

BACKGROUND: Every town, no matter how rough and tumble, needs a few tinstars to keep the place from breaking down completely. That's the job of a buncha concerned citizens and the authorities with jurisdiction 'round Gomorra known as the "Law Dogs." They're led by Sheriff J.P. Coleman, a former ghost rock miner who took up law enforcement as a hobby... He was looking for something less dangerous than mining.



STRATEGY: To bring the full weight of the law to bear, you need to make dudes wanted. The easiest way is by issuing a Warrant, although Framed works if you have more money than influence. Once the varmints are wanted, you can off 'em with Lynch Mob, Clean up this Town or have Judge Henry Warwick gather a posse. To stop yourself from losing the game early and to help in your lynching attempts, recruit as many dudes as is practical. When cleanin'/lynchin', concentrate on the dudes with two or more influence as they're worth victory points, and killin' them lowers the CP you need to win. Once you've sent a few high influence outlaws to Boot Hill, playing a high-CP deed like The Courthouse or Town Hall is usually enough for the law to carry the day.

KEY CARDS: Warrant or Framed to make 'em wanted and Lynch Mob or Clean up this Town to send 'em to Boot Hill. Full Moon is also particularly good since it has a value of 5 just like Warrant, and even if the dude you take control of lives out the day, you can usually make him perform an action that results in him becoming wanted. The Jail and Courthouse deeds should be a able to generate all the CPs you need.

DRAWBACKS: Low initial ghost rock production. Most good gunfighters are expensive and have upkeep. Future rules changes may allow weapon modifiers to be included in

defending total, drastically lowering effectiveness of Lynch Mob.

THEY'RE DANGEROUS BECAUSE: The long arm of the law can reach you anywhere and at anytime.

SWEETROCK MINING CO.

EPISODE: 3

HISTORY: If the acrid smell of ghost rock is in the air, the sweet scent of old money is soon to follow, courtesy of the Sweetrock Mining Company of Pittsburgh, Pennsylvania. Howard Findley, the CEO of Sweetrock, took the first stagecoach he could out to Gomorra and set about acquiring as much of the town and the mining rights as he could. The mayor's in his pocket, as are many of the local businesses, and he's not about to let anyone stand in his way.

STRATEGY: Everything comes to a Sweetrock player who waits. You produce five rock per turn and will usually win lowball as well. This kind of cash can buy you a lot of influence in Gomorra. Not that you need it, since you have the highest influence dude in town, Howard Findley. High influence will assure that you don't lose the game early while you're building up your rock reserve. Once you have a ghost rock stockpile, just wait for the right moment to strike. Play as many strikes that produce five or more rock as possible, especially the big boys like Dragon's Nest and Smiley's Shaft, and chances are, you can win without violence. Don't worry about others temporarily squatting on your deeds. Once there are enough CP deeds out to win, send your Sweetrockers out to pick a fight if need be. As soon as one of them no good tinhorns accepts, use Jim MacNeil's special ability to put your best gun forward.



KEY CARDS: High influence dudes like Howard Findley. Utility dudes like Mick Caples and Jim MacNeil. Strikes that produce five or more ghost rock, the more CP the better. Cards that allow you to gunfight on favorable terms like Pistol Whip, Ignore 'im and Crack Shot.

DRAWBACKS: If the money doesn't flow, Sweetrock doesn't go, making it vulnerable to ghost rock denial decks that Claim Jump, Haunt and Cave-In their mines. Also, the wide range of cards required to make Sweetrock hum limits poker strategy.

THEY'RE DANGEROUS BECAUSE: Money talks, and the Sweetrockers are practically printing it.

WHATELEY FAMILY ESTATE

EPISODE: 4

HISTORY: An ancient, corrupt family from back East with access to immense power? Must be the esteemed Whateley clan, an intentional nod to H.P. Lovecraft's sorcerous Wilbur Whateley. The members of this outfit, led by the ancient matriarch Wilhelmina Whateley, claim they've



DECKED OUT

How Sweetrock it is...

This deck follows the Sweetrock strategy outlined in this article. It uses high-influence dudes to keep itself in the game and saves ghost rock until it can play the big CP strikes. Once the characters and deeds have been filtered out of the deck, it doesn't shy away from shootouts. For poker, only three cards are not 2 through 6, making always legal straights likely. And straight flushes—always deadly—possible.

DUDES

1 Big Jake*
1 ...And Scooter*
1 Billy No-Neck*
1 Cassidy Greene
1 Eagle Rock
1 Hector Casparo
1 Howard Findley
1 Humphrey Walters
1 Jim MacNeil
1 Max Baine
1 Mick Caples*
1 Sandra Harris*
*Starting characters

DEEDS

1 The 1st Bank of Gomorra
1 Dragon's Nest Strike
1 Hell's End Mine
1 Lord Grimley's manor
1 Orphanage
1 Rock Ridge Mine
1 Smiley's Shaft
1 Smiling Lizard Lode

EVENTS

3 Eureka
2 Full Moon

GOODS

1 Still

ACTIONS

4 Ace in the Hole
1 Arson
2 Crack Shot
1 Diversion
1 Don't Like Yer Looks
4 Double Dealin'
1 Dust Devil
1 Fannin' the Hammer
1 Friends in High Places
3 Get On Your Feet!
2 Ignore 'Im
2 Overtime
3 Pistol Whip

SPECIAL

2 Joker

DEADLANDS

As cool as *Doomtown* is, the setting in the CCG just scratches the surface. For the whole story, you've got to go to the source—Pinnacle Entertainment's *Deadlands* roleplaying game. In it, you can play out your own adventures in the Weird West, facing down the evil Reckoners—otherworldly beings that feed on fear— before they become unstoppable.

To get started, you'll need the *Deadlands* core rules and *The Quick and the Dead*, which is the player's guide and setting book. Those two will give you enough to begin a campaign; if you're looking for starting adventures, the *Marshal Law* game master's package includes really good ones. *The Book o' The Dead* works for any campaign that deals with the Harrowed, but save books like *Smith & Robards, Hucksters & Hexes, Law Dogs, Fire & Brimstone, Ghost Dancers* and *The Great Maze* and *City of Gloom* boxed sets for later. If you've got a hankering for mad scientists, hucksters, preachers, shamans, sheriffs or even pirates, you should pick them up, but they're not necessary.

come west in search of a fresh start, but rumor has it they're waiting for something special to happen. They seem especially interested in making sure the level of fear and supernatural activity in Gomorra stays sky high.



STRATEGY: Hexes are the Whateley's stock-in-trade. There's no reason to play this outfit unless you're intent on using the black arts to win the game. And there are sorceries for every purpose: acing dudes from a distance, booting dudes before they can act, lowering dudes' influence at key times... You name it. When and if it ever comes to gunplay, the Whateley's have hexes that boost their bullet rating or lower that of their opponents. And for those big brawls where a little meddling magic isn't enough, they can always summon a full-blown abomination like the Unknown Hooded Figure, who looks suspiciously like the Grim Reaper.

KEY CARDS: Powerful Hucksters like Basil and Wilhelmina Whateley with hexes like Mind Twist and Soul Blast. Lord Grimely's Manor allows you to have your dudes doing valuable work, while you sit around hoarding your control points. Of course, a Pembroke's Analysis of Hoyle should be in every deck.

DRAWBACKS: Slow starters with no easy access to ghost rock. Hexes require high pulls for maximum success, but hex cards are low values, making deck construction an exercise in compromises. And there's that nasty little card called Manitou's Revenge, which can ace a huckster who fails while trying to cast a spell.

THEY'RE DANGEROUS BECAUSE: You can kill 'em, but that don't necessarily stop 'em.

SIOUX UNION

EPISODE: 5

BACKGROUND: Joseph Eyes-Like-Rain had a vision—signs of impending doom and a horror that only he could prevent. He gathered his belongings, left the Dakota Territories and headed west in the hope of preventing disaster. Along the way, he gathered followers from all the local tribes: Cherokees, Utes, Coyotes and so on. By the time they reached Gomorra, they had become a tribe all their own. To honor their leader, they took the name of their union from his tribe.



STRATEGY: The Sioux are the thinkin' man's outfit. Since they can retrieve cards from both their deck and discarded draw hands, these Indians can set themselves up for victory better than any other gang. To be a successful Sioux, you'll need to include a wide range of Sioux dudes and spirits and know what their abilities are. Exactly how you want to win is wide open, since the Sioux are savage fighters, can produce ghost rock without deeds and can use spirit magic. There are many paths to victory, just make sure you choose one before starting and stick to it.

KEY CARDS: Joseph's card retrieving ability makes the Sioux sing and John Bloody Knife keeps Joe safe. Since you can retrieve spirit magic at will, stock up on cards like Lightning Strike, Medicine and Strength of the Bear. You can't go wrong with a few Bow and Arrow cards either.

DRAWBACKS: Spirit magic generally doesn't affect your most important enemies—those with high value and influence.

THEY'RE DANGEROUS BECAUSE: The Great Spirit can accomplish anything, and the Sioux have a direct line to him.

THE MAZE RATS

EPISODE: 6

BACKGROUND: In 1872, a malevolent shaman named Raven called out to the earth spirits in California, causing a giant earthquake. It fractured the territory into a network of islands and exposed giant seams of gold, silver and ghost rock. The labyrinth of waterways and cliffs became known as the Great Maze, and the riches attracted the



attention of hordes of miners and pirates, who sail up and down the newly created canyons of the Maze. One such band, led by the wily Captain Sim-Yut-San, pilot an armored warship called the Typhoon. And the Rats aren't above shanghai'ing a miner or two along the way.

STRATEGY: Since your home is adjacent to all strikes and you can take over other folk's mines at gunpoint, the Maze Rats should be able to own every worthwhile strike that's played. Don't bother with in-town deeds; you only care about mines. Since many mines are valuable real estate, there may come a time when you have to fight for one, but with dudes like Finnegan O'Malley and monsters like the 4-Stud Gyonshee, you fear no one.

KEY CARDS: Big CP strikes and goods that increase the Rats' bullet rating should be all you need. One of the new actions every Rat player will want, however, is Night Haunt: Pull greater than a dude's value during nightfall to ace any non-Terror, non-Reverend, non-Flock dude at an out-of-town location. But the real key cards in Episode Six aren't directly related to the Maze Rats. There's an event that makes all wanted dues in play unwanted and aces J.P. Coleman in the process. Another event, Election Day, allows everyone to use their influence as well as ghost rock to elect one character mayor. The newly elected mayor gains a CP and an extra influence until the next election.

DRAWBACKS: Lowest initial starting ghost rock. Outfit ability fairly useless against opponents who don't rely on strikes.

THEY'RE DANGEROUS BECAUSE: If it ain't nailed down—actually, even if it is—these pirates will claim it before the ink dries on your deed.

These are the major outfits in *Doomtown* through September, but they're not the only ones on the horizon. Riding in this October is the first of two arms of federal law-enforcement: the legendary Texas Rangers. They're followed by the mysterious organization known as the Agency, due in November. The last outfit is scheduled for a December release and will introduce Elijah, a fire-and-brimstone preacher, and his "Flock."

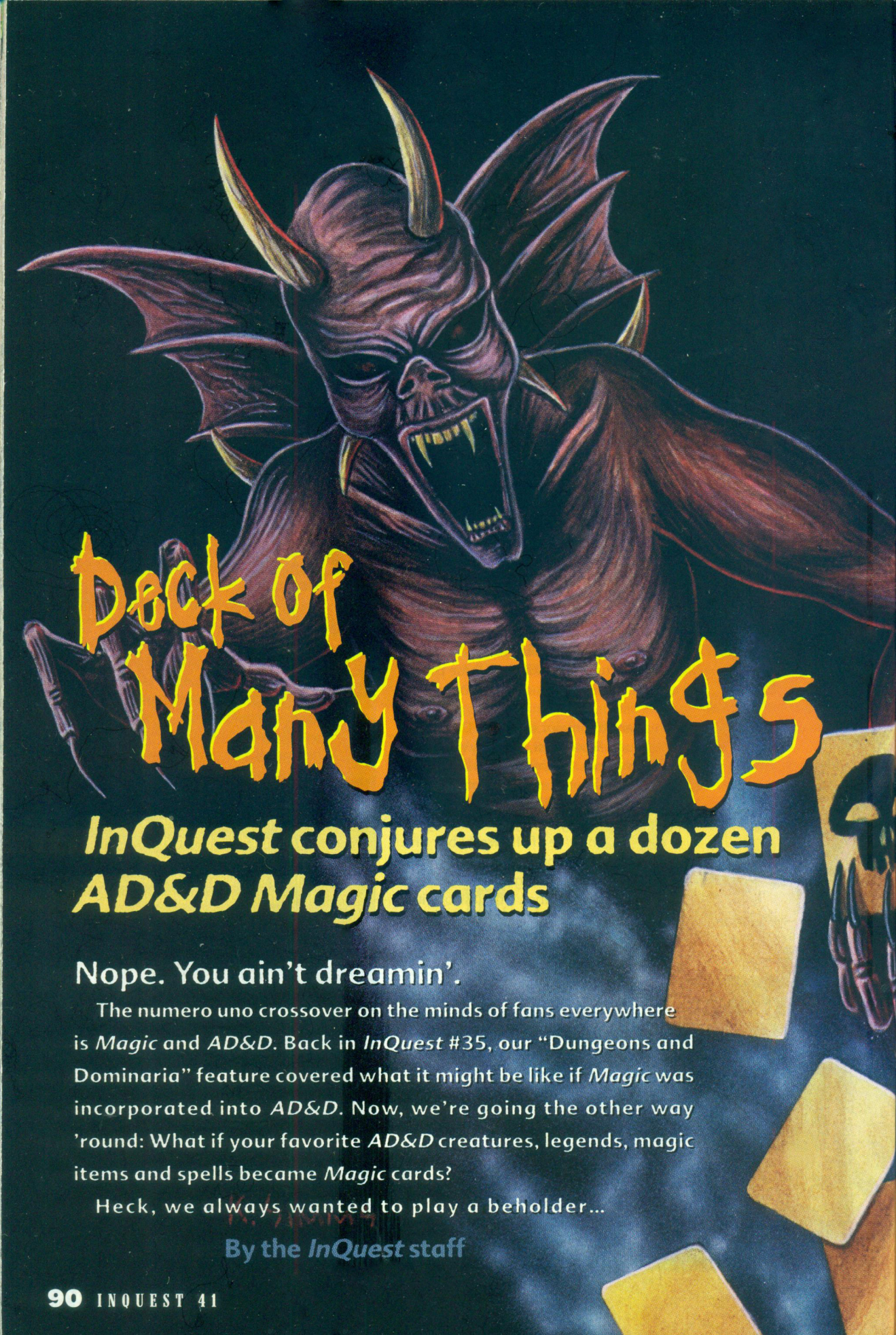
If you haven't already greased your spurs and armed yourself with a deck, no reason to wait any longer. Pick your outfit, saddle up and head on out to Gomorra to rustle some feathers. Who knows? Maybe you can be that upstart whipper-snapper who takes the town by storm.

Jason Schneiderman and the InQuest staff support bacteria; it's the only culture some people have.

MORE WAYS TO SKIN A CAT

Poker's been part of the American landscape for over 100 years. So, naturally, dozens of variants exist. Most involve gambling to work properly, but here are five you can use to liven up your *Doomtown* shootouts.

- Anaconda a.k.a. "Pass the Trash." After you've taken your draw bonuses—but before you discard down to five cards if you've got stud bonuses—exchange three cards with your opponent. Then, if you've got more than five cards, discard down to five and reveal your draw hand. After resolving the shootout, place the exchanged cards in the owner's discard pile.
- Antiwild. Each player in a shootout deals one card face down to the center of the table. After players have drawn but before draw hands are revealed, flip over your face-down card and discard all cards in your draw hand with a matching rank. If this discards all of your cards, your hand rank is considered the lowest possible hand.
- Auction. In addition to their normal draw hands, the two main players in a shootout deal two cards face-up to the center of the table. After you take your draws but before you discard down to five cards, you may bid ghost rock to pick up a card from the center of the table and add it to your hand. The dealer chooses in which order cards are bid on and starts the bidding. If there is no bid on a card, it's placed in the owner's discard pile.
- Follow the Jokers. Resolve hands as normal but for each Joker your opponent uses in his draw hand, you make a pull. The card you pull becomes a wild card for you only.
- Jacks to Open, Trips to Win. In order to draw any additional cards in a shootout, a player must show a pair of jacks or better in his original hand. If neither player can, the shootout ends; jobs are considered to have failed. If a player shows a pair of jacks or better and draws, he must end with at least Three of a Kind to win. Otherwise the shootout ends with no dudes aced and jobs considered unsuccessful.



Deck of Many Things

InQuest conjures up a dozen *AD&D Magic* cards

Nope. You ain't dreamin'.

The numero uno crossover on the minds of fans everywhere is *Magic* and *AD&D*. Back in *InQuest* #35, our "Dungeons and Dominaria" feature covered what it might be like if *Magic* was incorporated into *AD&D*. Now, we're going the other way 'round: What if your favorite *AD&D* creatures, legends, magic items and spells became *Magic* cards?

Heck, we always wanted to play a beholder...

By the *InQuest* staff

CREATURES

Beholder

There's something about a creature with lots of tentacles and eyes that gives us the willies—and keeps us coming back for more. The beholder, or "eye tyrant," appears as a large, hovering orb dominated by a large central eye, a wide, toothy mouth and 10 smaller eyes on stalks. There are more than 20 different varieties—called "beholder-kin"—which possess such abilities as bloodsucking tentacles, water-breathing, magical energy drain, planar travel and "undeadness."

Among the nastiest monsters in *AD&D*, the beholder's tough armor class, high hit points and multiple weapons rank it as the baddest floating head in the business. Sure, it defies the laws of physics, but who cares, when a beholder can zap you with any of 11 different magic rays: fear, telekinesis, charm, disintegration, anti-magic, etc. Facing firepower like that, heroes seldom have a prayer one-on-one against this badboy.





Gelatinous Cube

Frequently employed by powerful mages as dungeon "janitors," these scavengers are ideal for cleaning living or dead material from the floors and walls of underground passageways. Though non-organic items are indigestible to a gelatinous cube—bits and pieces of treasure and equipment are frequently seen "floating" inside of them—living opponents touched by the cube can be anesthetized for up to 20 minutes. Once a victim is paralyzed, the cube surrounds its prey and releases corrosive fluids which can digest the average adventurer in under eight minutes.

Though slow-moving, gelatinous cubes are no pushovers. Cold has only a minimal effect on these creatures, while they're flat-out invulnerable to electricity, paralyzation, polymorph and sleep-based attacks.

What happens if you're caught inside one of these things? Grab those torches. You just might burn your way out before your face melts like a "Raiders of the Lost Ark" special effect... but we don't like your chances.

Mind Flayer

As the name implies, mind flayers are carnivores which feed on the brains of others. Capable of leveling whole crowds with a devastating mind blast, mind flayers, otherwise known as illithids, enslave inferior races and use them as servants until such a time as their hunger needs satiating. In combat, an illithid fights with the four octopus-like tentacles about its mouth; once all its tentacles have attached to a victim's skull, it can extract and devour the brain in under a minute.

All mind flayers detest the sunlight and live in underground cities of 200 to 2,000. At the center of these cities lie the illithid elder-brains, pools of briny fluid which hold the sentient brains of the cities' dead mind flayers. In a state beyond death, the elder-brains still rule the cities through a telepathic link which commands all illithids and warns them off any approaching danger, making their lairs virtually impregnable.



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Wizards OF THE COAST

LEGENDS

Elminster

The most powerful mage in all of the *Forgotten Realms* started out as a thief. Nearly 1,200 years old, Elminster was also a fighter and a priestess (don't ask!) before the Goddess of All Magic, Mystra, imbued him with great magical knowledge. As a Chosen of Mystra, Elminster rose quickly through the wizardly ranks to become a 29th-level mage. He now commands virtually all the spells of the land due in large part to his photographic memory. Though Elminster generally disdains conjuration and summoning spells, he has access to a vast arcane arsenal no matter the situation, from *magic missile* to *meteor swarm*, with a few of his home-brewed ones thrown in to boot. Whether Elminster is battling gods for the sake of the Realms or playing the mysterious storyteller in his Shadowdale tower, he champions the forces of good wherever his attention may fall.





Lolth

An elemental force of darkness and evil, Lolth, the Queen of the Demonweb Pits, has always ruled her dark-elf minions, the drow. When not aiding the drow in their conquest of the Underdark and their goal of eradicating the surface elves, Lolth schemes from her vast web-complex in the outer-planar Abyss hatching plots to feast upon other realms.

Able to alter her form at will between that of a beautiful drow and a huge spider, the drow's principle deity is a hellish opponent in combat, though Lolth usually chooses others to do her fighting for her. Forced into a confrontation, Lolth can draw upon many weapons: a deadly bite which kills victims almost instantaneously, high-level spells, her poison-coated web strands which can be jettisoned up to 30 feet away and the innate ability to summon hordes of giants spiders to her defense.

Dr. Rudolph van Richten

Van Richten is the premier monster-hunter of Ravenloft. With his greatest weapon, his peerless intellect, he studies the realm's supernatural creatures to better exploit their weaknesses wherever he encounters them. Once a healer in the city of Rivalis, the doctor's obsession was born one night when a gypsy tribe came to his healing shop with a gravely injured comrade. Van Richten could not help them and, fearing their power, offered them anything in return for his life. They took his son and, shortly thereafter, sold the boy to a vampire lord, Baron Metus. Van Richten recovered his son...but too late; he had already been afflicted with vampirism. His child begged to be released from an eternity of suffering, so the heart-broken Van Richten slew him...only to gain Baron Metus' enmity. As revenge, the Baron destroyed the remnants of the doctor's normal life by killing his wife. Van Richten was never the same and vowed to protect the world from the monsters that haunt the dreams of mortal men.



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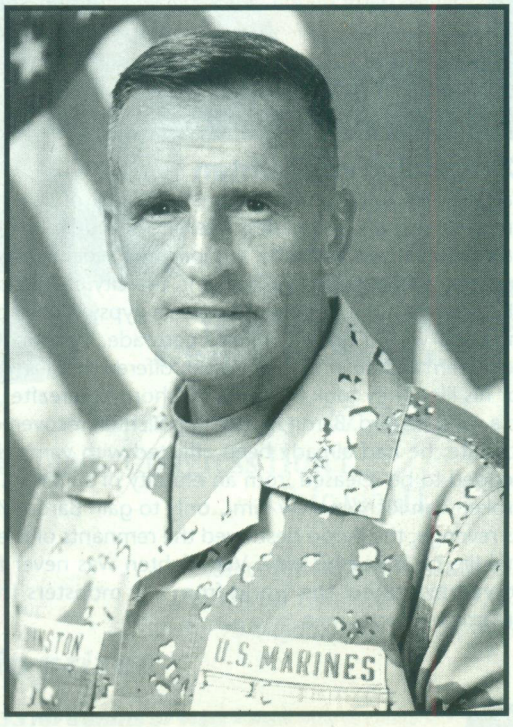
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MAGIC ITEMS

Deck of Many Things

The ultimate "help me, hurt me" magic item, the Deck of Many Things appears as a harmless set of 22 oversized thin plaques with glyphs magically inscribed upon them. The moment someone draws forth a card from the pack, the Deck of Many Things immediately bestows a blessing or a curse. Draw the Moon card and gain one to four wishes; choose the Void card and your soul is imprisoned forever. Select the Comet card and be presented with a challenge: Defeat the next monster you face single-handedly and gain one experience level; pick the Flames card and earn the hatred of a powerful patron devil. Draw forth the Key card and unimaginable treasure is yours; reveal the Skull card and battle Death himself to stay alive. Many have used the cards to acquire more reward than a lifetime of adventuring; just as many have never been heard from again.





Hand of Vecna

The arch-lich Vecna may have been slain, but his evil lives on in the body parts magically imbued with his essence. The most powerful of these is the Hand of Vecna, a blackened and shriveled left hand which, if pressed against the stump of a forearm, grafts itself to the wearer's skin and gives him monstrous strength.

The Hand's powers are vast and shrouded in myth. Each hand gesture by the wearer evokes a different ability: a curled finger might inflict body rot on a victim; an open palm may spread fear among a crowd; a clenched fist might deliver a mass death ray which destroys all living matter within a mile of the Hand. However, the more power the wearer draws upon, the more Vecna's evil essence will influence the wearer's nature. Eventually, even the most steadfast heart will succumb to the dark power of the Hand and become a disturbing reflection of the arch-lich himself.

Staff of the Magi

With a full array of offensive and defensive spellcasting abilities, the Staff of the Magi is a wizard's most coveted magic item. Although it's been rumored to grant elemental control, planar travel and telekinesis to its wielder, the Staff of the Magi boasts an arsenal of combat spells, including *lightning bolt, fireball* and *ice storm*. Unfortunately, all these neat spells cost a magical charge to perform; should the Staff's total reach zero, it can no longer be recharged and it's only good for kindling. However, the Staff's defensive capabilities help out here. If the wielder is skilled enough in combat, the Staff can be recharged by absorbing spells cast at him, preventing harm and juicing up the ol' stick. And should the wielder get into a seemingly hopeless bind, there's always a "retributive strike"—a breaking of the staff which obliterates all those foolhardy enough to fall within range of the resulting blast.



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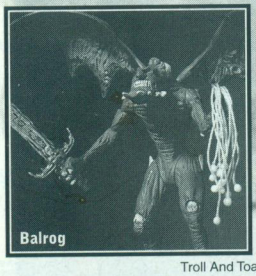
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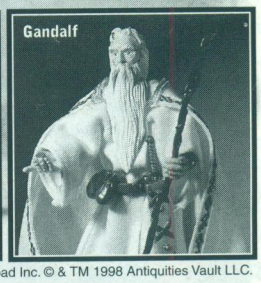
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SPELLS

Bigby's Crushing Hand

If you're running around Greyhawk at all, you're bound to hear about Bigby, one of the great wizards of that world. Bigby's Battering Gauntlet, Bigby's Dexterous Digits, Bigby's Grasping Hand, Bigby's Feeling Fingers... If it's a spell that has to do with hands, chances are that the name of this mild-mannered, middle-aged mage has got something to do with its origins. Bigby's most powerful spell, the Crushing Hand, creates a 5' tall hand capable of restraining and constricting a creature weighing half a ton.

Surprisingly though, Bigby himself is not much of an adventurer, preferring instead to stay at home and devote himself to scholarly and eldrich studies. This may, of course, be due to the fact that the evil demigod Iuz and his followers seek to execute the wizard since he nearly slew the deity. Despite these conflicts in his past, however, Bigby's nature remains the same: a cautious, quiet nit-picker, steadfast in his beliefs and friendships, always maintaining his sense of humor.





Delayed Blast Fireball

A 10th-level wizard can throw a *fireball* more than 100 yards, the length of a football field. A *fireball* cast by that same magic-user will fill a space of roughly 33,000 cubic feet. Think about it. That's around two cubic stories of flame, enough to swallow many single-family homes. Since you only need some bat dung and sulfur to pull this off, there's not a lot to it.

Advanced mages can delay their blasts up to five minutes by using a variation of the spell only available at higher levels. However, the wizard still must "point and shoot" the magical energy from his fingertips... and if it that energy comes into contact with something—a mouse, a piece of paper, a Battle Cow—in between him and his target, the *fireball* detonates early, possibly leaving the magic-user himself in the blast radius.

Wish

If you could have any one wish, what would it be? And what price would you be willing to pay? If you cast a *real* wish spell—like those found in *AD&D*—it's going to cost you five years of your life. Boom! Suddenly you're the oldest freshman in high school, jumping from 14 to 19 in a heartbeat. And you're not terribly sure what you're going to get; precise wording makes all the difference in what you receive. Do you want those damn birds dead, the ones that always do their business on your car right after you've washed it? A wish just might move you through time to after *they've* died. You see, wishing is a powerful and tricky business. Which begs the question: What if you wish to be younger? Would you end up at your original age or would you end up five years older than the age you wished to be?



The InQuest *staff would gladly trade their decks of many things for a single gelatinous cube in the office.*

CARDSTOCK

Tracking trends in the card game market

Raking off mortars from the fireworks display in Columbus, Ohio, city that hosted the Origins '98 convention, I remain Lars, *InQuest* price guide manager. In a market where players buy entire booster boxes after an expansion's release and the singles market doesn't really percolate until after weeks of play-testing, the tournament scene finally turned its enchanted head toward ***EXODUS***. The U.S. Nationals in particular fleshed out a few oddities.

One note: You may notice that some popular *Exodus* cards, like Null Brooch and Dominating Licid, have gone *down* in value. Why? Because they're included in the *Exodus* preconstructed decks. Why pay $10 for one card when you can get it, and 59 others, for $8.95? To see which premiums are in which decks, check out page 32. Now, here's a few cards to rubber-cement your eyes on:

OATH OF DRUIDS: It was a complete dark horse card, until shrewd tourney players saw this rare as a chance to easily get bloodthirsty creatures onto the table. The moment your opponent plays a creature, you unleash Oath of Druids and keep drawing from your library until you come across a creature, which comes into play free. Oath of Druids took the U.S. Nationals like a firestorm, and it's rocketed to become the number one card this month.

NECROLOGIA: Open a vein, get some tools. That's what Necrologia does, when you pay X life to draw X cards—during your discard phase, that is. Necrologia is sometimes preferred over **Necropotence** because it uses the life-for-cards strategy all at once, should you wish.

CATACLYSM: With all the subtlety of Dolly Parton's hooters, Cataclysm devastates the battlefield, allowing each player to keep only one artifact, creature, enchantment and land. Thing is, Cataclysm doesn't affect your playing hand, so it works best if you sandbag, let your opponent overextend himself, then let Cataclysm rip through him.

HATRED: You pay X life, then your target creature gets +X/+0 until the end of the turn. Mind you, this is the same type of mutual destruction that got **Channel** banned, but it works extremely well in a number of black decks.

MEMORY CRYSTAL: With this shiny baby, all buyback costs are reduced by two. Now, buyback cards are preferred to non-buyback counterparts anyway, but this card makes things even rosier.

PANDEMONIUM: Oh, word, where do we start? With this raucous card, a creature comes into play and that creature's controller can deal damage equal to that creature's power to a target creature or player. So think: You can milk 18 points of damage out of **Ball Lightning**, assuming you use **Fling** after the attack. The possibilities with a **Phyrexian Dreadnought**, a 12/12 creature which makes a brief stop in play on its way to the graveyard, are unholy.

That's all for this month. Next issue, we'll delve into one of the best-kept secrets in the CCG world: Promo cards, both those well and poorly promoted. See you then.

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WHAT'S HOT



BABYLON 5

Shadows **expansion brightens** ***Babylon 5*****'s day, enhancing** ***Premiere Set*** **cards and instigating demand for strong characters such as Emperor Cartagia.**



STAR WARS

A dark time for the CCG world's number two selling game as attention to ***Babylon 5, Doomtown*** **and others draws attention from a Force-saturated market.**

WHAT'S NOT

INQUEST price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have rounder corners when compared to Beta cards.

Full Set (295 cards) $3,600.00
Starter Deck (60 cards) 225.00
Starter Box (10 decks) 1,900.00
Booster Pack (15 cards) 125.00
Booster Box (36 packs) 3,500.00
All unlisted cards are 80 % of Beta value.
Unlisted Alpha errors are worth 125 % of Beta value.

- ★ Black Lotus 400.00
- ★ Chaos Orb 100.00
- ★ Force of Nature 45.00
- ★ Forcefield 138.00
- ★ Gaea's Liege 24.00
- ★ Gauntlet of Might 130.00
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- ● Orcish Oriflamme 15.00
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- ★ Rock Hydra 30.00
- ★ Sedge Troll 25.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards are black-bordered.

Full Set (302 cards) 3,500.00
Starter Deck (60 cards) 250.00
Starter Box (10 decks) 2,300.00
Booster Pack (15 cards) 125.00
Booster Box (36 packs) 3,400.00
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TOP 10 HOTTEST CARDS

10) Pandemonium

When this bad-boy enchantment is in play, newly summoned creatures can smite one another and the players with wild abandon. Kinda brings the game to a hasty conclusion, eh? If things don't wind down quick enough for you, dig back into your *Legends* binder and toss a Eureka or two into the mix.

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Booster Box (36 packs) 2,750.00
Unlisted Commons ..... .25

- ● Air Elemental 1.50
- ★ Ancestral Recall 210.00
- ● Animate Artifact 1.00
- ● Animate Dead 1.00
- ☆ Animate Wall 3.00
- ★ Ankh of Mishra 3.75
- ☆ Armageddon 9.00
- ★ Aspect of Wolf 4.00
- ★ Bad Moon 8.00
- ★ Badlands 20.00
- ☆ Balance 6.00
- ● Basalt Monolith 3.00
- ★ Bayou 20.00
- ● Berserk 39.00
- ★ Birds of Paradise 9.00
- ● Black Knight 2.50
- ★ Black Lotus 335.00
- ● Black Vise 2.00
- ○ Black Ward 1.00
- ☆ Blaze of Glory 35.00
- ☆ Blessing 5.00
- ○ Blue Ward 1.00
- ● Bog Wraith 1.00
- ★ Braingeyser 13.00
- ● Burrowing 1.00
- ● Camouflage 7.50
- ○ Castle 1.00
- ● Celestial Prism ..... .75
- ● Channel 1.50
- ★ Chaos Orb 55.00
- ★ Chaoslace 2.00
- ★ Clockwork Beast 3.00
- ● Clone 8.00
- ★ Cockatrice 6.00
- ○ Consecrate Land 12.00
- ● Conservator 1.00
- ★ Contract from Below 3.00
- ● Control Magic 2.50
- ○ Conversion 1.00
- ● Copper Tablet 8.50
- ★ Copy Artifact 12.00
- ● Counterspell 2.50
- ☆ Crusade 9.00
- ● Crystal Rod 1.00
- ● Cursed Land 1.00
- ★ Cyclopean Tomb 52.00
- ★ Darkpact 3.00
- ● Deathgrip 1.00
- ★ Deathlace 2.00
- ★ Demonic Attorney 4.00
- ★ Demonic Hordes 15.00
- ● Demonic Tutor 7.00
- ★ Dingus Egg 5.00
- ★ Disrupting Scepter 4.00
- ● Dragon Whelp 2.50
- ★ Drain Power 4.50
- ● Dwarven Demolition Team 7.00
- ● Earth Elemental 1.00
- ■ Earthbind ..... .50
- ★ Earthquake 7.00
- ★ Elvish Archers 5.00
- ● Evil Presence ..... .75
- ■ False Orders 4.50
- ☆ Farmstead 4.00
- ★ Fastbond 6.00
- ● Feedback 1.00
- ● Fire Elemental 1.00
- ● Flashfires 1.00
- ★ Force of Nature 10.00
- ★ Forcefield 100.00

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Key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

IQ price guide

MAGIC: THE GATHERING

- ★ Fork 25.00
- ★ *Fungusaur* 6.00
- ★ Gaea's Liege 8.00
- ★ Gauntlet of Might 105.00
- ● Glasses of Urza 1.00
- ● Gloom 1.00
- ● Goblin Balloon Brigade 1.50
- ★ Goblin King 6.00
- ★ Granite Gargoyle 10.00
- ○ Green Ward ..... .75
- ❑ Guardian Angel ..... .50
- ★ Helm of Chatzuk 3.00
- ★ Hive, The 4.50
- ★ Howling Mine 10.00
- ● Hurricane ..... .75
- ● Hypnotic Specter 3.00
- ● Ice Storm 23.00
- ★ Icy Manipulator 32.00
- ★ Illusionary Mask 32.50
- ● Instill Energy 1.00
- ■ Invisibility 5.00
- ● Iron Star ..... .50
- ☆ Island Sanctuary 4.00
- ● Ivory Cup 1.00
- ★ Jade Monolith 3.00
- ● Jade Statue 15.00
- ★ Jayemdae Tome 6.00
- ● Juggernaut 6.00
- ○ Karma 1.00
- ● Keldon Warlord 1.50
- ★ Kormus Bell 3.50
- ★ Kudzu 4.50
- ○ Lance 2.00
- ● Ley Druid 1.00
- ● Library of Leng 1.00
- ★ Lich 42.00
- ● Lifeforce 2.50
- ★ Lifelace 2.00
- ● Lifetap 1.00
- ■ Lightning Bolt 2.00
- ★ Living Artifact 3.00
- ★ Living Lands 3.00
- ● Living Wall 3.50
- ★ Lord of Atlantis 6.00
- ★ Lord of the Pit 8.00
- ● Lure 1.00
- ★ Magical Hack 4.50
- ★ Mahamoti Djinn 9.00
- ★ Mana Flare 7.00
- ★ Mana Short 4.50
- ★ Mana Vault 5.00
- ★ Manabarbs 4.00
- ★ Meekstone *5.00
- ★ Mind Twist 4.50
- ★ Mox Emerald 200.00
- ★ Mox Jet 200.00
- ★ Mox Pearl 200.00
- ★ Mox Ruby 200.00
- ★ Mox Sapphire 200.00
- ★ Natural Selection 30.00
- ★ Nether Shadow 4.00
- ● Nettling Imp 3.00
- ★ Nevinyrral's Disk 8.00
- ★ Nightmare 10.00
- ☆ Northern Paladin 8.00
- ● Obsianus Golem 1.00
- ● Orcish Artillery 1.00
- ● Orcish Oriflamme 1.00
- ☆ Personal Incarnation 4.50
- ● Phantasmal Forces 1.00
- ● Phantom Monster 1.00
- ★ Pirate Ship 4.00
- ★ Plateau 28.00
- ★ Power Surge 3.50
- ● Psionic Blast 26.00
- ☆ Purelace 2.00
- ★ Raging River 37.00
- ● Red Ward 1.00
- ● Regrowth 4.50
- ○ Resurrection 2.00
- ☆ Reverse Damage 5.50
- ☆ Righteousness 5.00
- ★ Roc of Kher Ridges 10.00
- ★ Rock Hydra 12.00
- ● Rod of Ruin 1.00
- ★ Royal Assassin 14.00
- ● Sacrifice 1.50
- ★ Savannah 20.00
- ☆ Savannah Lions 7.00
- ● Scavenging Ghoul 1.00
- ★ Scrubland 20.00
- ★ Sedge Troll 11.00
- ● Sengir Vampire 4.50
- ○ Serra Angel 7.00
- ★ Shivan Dragon 22.00
- ● Simulacrum 1.00
- ■ Sinkhole 15.00
- ● Siren's Call 1.00
- ★ *Sleight of Mind* 4.00
- ★ Smoke 4.00
- ● Sol Ring 8.00
- ● Soul Net 1.00
- ★ Stasis 4.50
- ● Steal Artifact 1.00
- ● Stone Giant 1.00
- ★ Sunglasses of Urza 4.00
- ○ Swords to Plowshares 2.50
- ★ Taiga 22.00
- ● Thicket Basilisk 1.50
- ★ Thoughtlace 2.00
- ● Throne of Bone ..... .75
- ★ Timber Wolves 4.00
- ★ Time Vault 60.00
- ★ Time Walk 195.00
- ★ Timetwister 135.00
- ★ Tropical Island 20.00
- ● Tsunami 1.00
- ★ Tundra 22.00
- ● Tunnel 1.00
- ★ Two-Headed Giant of Foriys 46.00
- ★ Warp Artifact 2.50
- ● Water Elemental 1.00
- ★ Web 3.00
- ★ Wheel of Fortune 14.00
- ○ White Knight 2.50
- ○ White Ward 1.00
- ★ Will-O'-The-Wisp 7.00
- ★ Winter Orb 5.50
- ● Wooden Sphere ..... .50
- ★ Word of Command 45.00
- ☆ *Wrath of God* 9.00
- ★ Zombie Master 5.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards) $300.00
Starter Deck (60 cards) 25.00
Starter Box (10 decks) 225.00
Booster Pack (15 cards) 9.00
Booster Box (36 packs) 275.00
All unlisted cards are worth the same as Unlimited.

- ★ Aladdin's Lamp 3.00
- ★ Aladdin's Ring 2.00
- ★ Armageddon Clock 2.00
- ★ Ebony Horse 2.00
- ★ El-Hajjaj 3.50
- ● Energy Flux ..... .50
- ■ Erg Raiders ..... .25
- ☆ Eye for an Eye 3.50
- ★ Flying Carpet 3.50
- ★ Hurkyl's Recall 3.00
- ★ Island Fish Jasconius 3.00
- ★ Ivory Tower 5.50
- ★ Jandor's Ring 2.00
- ★ *Jandor's Saddlebags* 2.00
- ■ Kird Ape ..... .75
- ★ Magnetic Mountain 3.00
- ★ Mijae Djinn 6.00
- ★ Millstone 6.00
- ★ Mishra's War Machine 3.00
- ★ Onulet 2.00
- ● Ornithopter ..... .50
- ★ Plateau 17.00
- ★ Primal Clay 2.00
- ● Rack, The 1.00
- ■ Reconstruction ..... .25
- ❑ Reverse Polarity ..... .25
- ★ Rocket Launcher 5.00
- ★ Savannah 17.00
- ★ Scrubland 17.00
- ★ Serendib Efreet 9.00
- ● Shatterstorm 1.50
- ● Sol Ring 5.00
- ★ Sorceress Queen 5.00
- ★ Taiga 17.00
- ★ Titania's Song 3.00
- ★ Tropical Island 17.00
- ★ Tundra 17.00
- ★ Underground Sea 17.00
- ■ Unstable Mutation ..... .25
- ★ Volcanic Island 17.00



TOP 10 HOTTEST CARDS

9) Sarcomancy

Funny. Lots of people said this card sucked when it came out, but suddenly it's one of the hottest cards out there. Why? For starters, check out the killer deck on page 66—these "suicide" black decks have quickly become one of the top deck types, and the 2/2-for-one Sarcomancy is one of their keys to success.

- ★ Underground Sea 20.00
- ● Uthden Troll 1.00
- ★ Verduran Enchantress 3.50
- ★ Vesuvan Doppelganger 20.00
- ☆ Veteran Bodyguard 8.50
- ★ Volcanic Eruption 3.50
- ★ Volcanic Island 20.00
- ● Wall of Air ..... .50
- ● Wall of Bone ..... .50
- ● Wall of Brambles ..... .50
- ● Wall of Fire ..... .50
- ● Wall of Ice ..... .50
- ● Wall of Stone ..... .50
- ○ Wall of Swords 1.25
- ● Wall of Water ..... .50
- ● Wanderlust ..... .50
- ■ Atog ..... .25
- ★ Badlands 17.00
- ● Basalt Monolith 2.50
- ★ Bayou 17.00
- ★ Birds of Paradise 8.00
- ★ Bottle of Suleiman 2.50
- ● Brass Man 1.00
- ● Clone 6.00
- ★ Contract From Below 3.00
- ● Crumble 1.00
- ★ Dancing Scimitar 3.00
- ★ Demonic Attorney 3.00
- ★ Demonic Hordes 12.50
- ● Demonic Tutor 5.50
- ● Desert Twister 1.00
- ★ Dragon Engine 2.00
- ● Dwarven Weaponsmith 1.25

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) $250.00
Starter Deck (60 cards) 9.95
Starter Box (10 decks) 80.00
Booster Pack (15 cards) 3.25
Booster Box (36 packs) 100.00
Unlisted Commons ..... .15
Unlisted Uncommons ..... .50

- ● Air Elemental 1.00
- ★ Aladdin's Lamp 3.00
- ★ Aladdin's Ring 3.50
- ○ Angry Mob 1.00
- ● Animate Dead ..... .50
- ☆ Animate Wall 2.00
- ★ Ankh of Mishra 3.00
- ☆ Armageddon 8.00
- ★ Armageddon Clock 3.00
- ● Ashes to Ashes 1.00
- ★ Aspect of Wolf 3.00
- ★ Bad Moon 6.00
- ☆ Balance 5.00
- ★ Ball Lightning 12.00
- ★ Birds of Paradise 7.00
- ★ Black Mana Battery 3.00
- ☆ Blessing 4.50
- ★ Blue Mana Battery 2.50
- ★ Bottle of Suleiman 2.50
- ● Brass Man 1.00
- ★ Bronze Tablet 2.50
- ● Carrion Ants 2.50
- ★ Chaoslace 1.50
- ○ Circle of Protection: Artifact 2.00
- ★ Clockwork Avian 4.00
- ★ Clockwork Beast 3.00
- ★ Cockatrice 4.50
- ★ Colossus of Sardia 6.00
- ● Control Magic 1.00
- ★ Coral Helm 2.00
- ★ Cosmic Horror 3.00
- ● Counterspell 1.00
- ★ Crimson Manticore 3.00
- ☆ Crusade 7.00
- ● Cursed Land 1.00
- ★ Dancing Scimitar 3.00
- ★ Deathlace 2.00
- ★ Dingus Egg 4.00
- ★ Disrupting Scepter 4.00
- ○ Divine Transformation 1.50
- ★ Dragon Engine 1.50
- ● Dragon Whelp 2.00
- ★ Drain Power 4.00
- ★ Earthquake 5.00
- ★ Ebony Horse 2.00
- ★ El-Hajjaj 3.00
- ☆ Elder Land Wurm 4.00
- ★ Elvish Archers 4.00
- ☆ Eye for an Eye 3.00
- ● Fellwar Stone 2.00
- ★ Flying Carpet 3.00
- ★ Force of Nature 7.50
- ★ Fungusaur 3.50
- ★ Gaea's Liege 5.00
- ★ Goblin King 5.00
- ★ *Greed* 3.00
- ★ Green Mana Battery 2.00
- ★ Helm of Chatzuk 2.00
- ★ Hive, The 3.75
- ★ Howling Mine 8.00
- ★ Hurkyl's Recall 2.00
- ★ Hurr Jackal 2.00
- ● Hypnotic Specter 3.00
- ★ Inferno 4.00
- ● Instill Energy 1.00
- ★ Island Fish Jasconius 2.50
- ☆ Island Sanctuary 3.00
- ★ Ivory Tower 5.00
- ★ Jade Monolith 2.50
- ★ Jandor's Saddlebags 2.00
- ★ Jayemdae Tome 5.50
- ● Junun Efreet 1.00
- ● Keldon Warlord 1.00
- ● Killer Bees 2.50
- ○ Kismet 1.00
- ★ Kormus Bell 2.00
- ☆ Land Tax 5.00
- ★ Leviathan 5.00
- ★ Lifelace 2.00
- ■ Lightning Bolt 1.50
- ★ Living Artifact 2.50
- ★ Living Lands 2.50
- ★ Lord of Atlantis 5.00
- ★ Lord of the Pit 6.00
- ★ Magical Hack 4.00
- ★ Magnetic Mountain 2.00
- ★ Mahamoti Djinn 8.00
- ★ Mana Clash 3.00
- ★ Mana Flare 6.00
- ★ Mana Short 4.00
- ★ Mana Vault 3.50
- ★ Manabarbs 3.00
- ★ Meekstone 4.00
- ★ Millstone 6.00
- ★ Mind Twist 3.00
- ● Mishra's Factory 4.00
- ★ Mishra's War Machine 2.00
- ★ Nether Shadow 3.00
- ★ Nevinyrral's Disk 6.50
- ★ Nightmare 8.00
- ☆ Northern Paladin 6.00
- ★ Onulet 2.00
- ☆ Personal Incarnation 4.00
- ★ Pirate Ship 2.50
- ★ Power Surge 3.00
- ★ Primal Clay 2.00
- ★ Psionic Entity 3.00
- ☆ Purelace 2.00
- ● Rack, The 1.00
- ● Radjan Spirit 1.00
- ★ Rag Man 3.00
- ★ Rebirth 2.00
- ★ Red Mana Battery 2.00
- ☆ Reverse Damage 4.00
- ☆ Righteousness 3.50
- ★ Royal Assassin 12.50
- ☆ Savannah Lions 6.00
- ● Sengir Vampire 4.00
- ○ Serra Angel 6.00
- ● Shapeshifter 1.00
- ★ Shivan Dragon 15.00
- ● Simulacrum ..... .50
- ● Siren's Call ..... .50
- ★ Sleight of Mind 3.00
- ★ Smoke 2.50
- ★ Sorceress Queen 4.50
- ○ Spirit Link 3.00
- ★ Stasis 4.00
- ● Strip Mine 4.50
- ★ Sunglasses of Urza 3.00
- ○ Swords to Plowshares 1.50
- ★ Sylvan Library 6.00
- ★ Tempest Efreet 2.50
- ★ Tetravus 5.00
- ★ Thoughtlace 2.00
- ★ Timber Wolves 3.00
- ★ Time Elemental 6.00
- ★ Titania's Song 2.00
- ★ Triskelion 4.00
- ★ Urza's Avenger 5.50
- ● Uthden Troll 1.00
- ★ Verduran Enchantress 3.00

key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

- ★ Volcanic Eruption 3.00
- ● Wanderlust ..... .50
- ★ Warp Artifact 2.00
- ★ Web 2.50
- ★ White Mana Battery 2.00
- ● Whirling Dervish 1.25
- ★ Will-O'-The-Wisp 6.00
- ★ Winds of Change 3.00
- ● Winter Blast 1.00
- ★ Winter Orb 5.00
- ☆ Wrath of God 8.00
- ★ Xenic Poltergeist 2.00
- ★ Zombie Master 3.50

FIFTH EDITION

WIZARDS OF THE COAST- 1997

Full Set (449 cards) 350.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Commons ..... .10

- ❍ Abbey Gargoyles ..... .50
- ● Abyssal Specter 1.00
- ★ Adarkar Wastes 5.00
- ● Æther Storm ..... .75
- ● Air Elemental 1.00
- ☆ Akron Legionnaire 2.50
- ★ Aladdin's Ring 2.50
- ★ An-Havva Constable 3.00
- ❍ Angry Mob ..... .50
- ● Animate Dead ..... .50
- ☆ Animate Wall 2.50
- ★ Ankh of Mishra 4.00
- ● Anti-Magic Aura ..... .50
- ❍ Arenson's Aura ..... .50
- ☆ Armageddon 8.00
- ● Ashes to Ashes ..... .50
- ● Ashnod's Altar ..... .50
- ★ Aspect of Wolf 3.50
- ● Atog ..... .50
- ● Azure Drake ..... .75
- ★ Bad Moon 6.00
- ★ Ball Lightning 10.00
- ★ Barl's Cage 2.50
- ● Binding Grasp 1.00
- ★ Birds of Paradise 7.00
- ● Black Knight 2.00
- ● Blight ..... .50
- ☆ Blinking Spirit 6.00
- ● Bog Wraith ..... .50
- ★ Bottle of Suleiman 3.00
- ★ Bottomless Vault 3.00
- ● Breeding Pit 1.50
- ★ Broken Visage 3.00
- ★ Brushland 5.00
- ☆ Caribou Range 3.50
- ● Carrion Ants 2.00
- ❍ Castle ..... .50
- ● Cave People ..... .50
- ❍ CoP: Artifacts 1.00
- ★ City of Brass 10.00
- ★ Clockwork Beast 3.00
- ● Clockwork Steed ..... .50
- ★ Cockatrice 3.50
- ★ Colossus of Sardia 5.50
- ● Conquer 1.00
- ★ Coral Helm 2.50
- ● Craw Giant 1.00
- ★ Crimson Manticore 3.50
- ★ Crown of the Ages 4.00
- ● Crumble ..... .25
- ☆ Crusade 7.00
- ● Crystal Rod ..... .50
- ● Cursed Land ..... .50
- ★ Dance of Many 3.50
- ★ Dancing Scimitar 2.00
- ● Deathgrip 1.00
- ★ Deflection 9.00
- ★ Derelor 3.50
- ● Desert Twister ..... .50
- ● Detonate ..... .50
- ● Diabolic Machine ..... .50
- ★ Dingus Egg 3.00
- ★ Disrupting Scepter 3.50
- ❍ Divine Transformation 1.00
- ★ Dragon Engine 2.00
- ★ Drain Power 4.00
- ❍ Dust to Dust ..... .50
- ● Dwarven Catapult ..... .50
- ★ Dwarven Hold 3.50
- ● Dwarven Ruins ..... .50
- ★ Earthquake 5.00
- ● Ebon Stronghold ..... .50
- ★ Elder Druid 4.00
- ★ Elkin Bottle 3.00
- ● Elven Riders 1.00
- ★ Elvish Archers 3.50
- ● Energy Flux ..... .50
- ● Evil Eye of Orms-by-Gore 1.00
- ● Evil Presence ..... .50
- ☆ Eye for an Eye 3.00
- ● Fallen Angel 1.50
- ● Feedback ..... .50
- ● Feldon's Cane 1.00
- ● Fellwar Stone 1.00
- ★ Feroz's Ban 2.50
- ● Fire Drake ..... .75
- ● Flame Spirit ..... .75
- ● Flashfires ..... .50
- ★ Flying Carpet 2.50
- ★ Force of Nature 5.00
- ★ Forget 3.00
- ● Fountain of Youth ..... .75
- ★ Fungusaur 3.50
- ● Fyndhorn Elder ..... .50
- ★ Game of Chaos 3.00
- ★ Gauntlets of Chaos 4.00
- ● Glacial Wall ..... .50
- ● Glasses of Urza ..... .50
- ● Gloom ..... .50
- ★ Goblin King 4.50
- ★ Goblin Warrens 3.75
- ❍ Greater Realm 2.00
- ● Greater Werewolf ..... .50
- ● Havenwood Battleground 1.00
- ★ Hecatomb 5.00
- ★ Helm of Chatzuk 2.50
- ★ Hive, The 3.50
- ★ Hollow Trees 2.50
- ★ Howling Mine 8.00
- ★ Hurkyl's Recall 3.00
- ● Hurricane 1.00
- ● Hydroblast ..... .50
- ❍ Icatian Phalanx ..... .75
- ★ Icatian Store 3.00
- ☆ Icatian Town 3.50
- ● Ice Floe ..... .50
- ★ Inferno 4.00
- ★ Infinite Hourglass 3.25
- ● Instill Energy ..... .50
- ● Iron Star ..... .50
- ★ Ironclaw Curse 2.00
- ☆ Island Sanctuary 2.50
- ● Ivory Cup ..... .50
- ❍ Ivory Guardians ..... .50
- ★ Jade Monolith 2.50
- ★ Jalum Tome 3.50
- ★ Jandor's Saddlebags 2.50
- ★ Jayemdae Tome 5.00
- ★ Jester's Cap 12.50
- ● Johtull Wurm ..... .50
- ★ Jokulhaups 5.50
- ● Joven's Tools ..... .75
- ❍ Justice ..... .75
- ★ Juxtapose 3.00
- ❍ Karma ..... .50
- ★ Karplusan Forest 5.00
- ● Keldon Warlord ..... .75
- ● Killer Bees 2.00
- ❍ Kismet 1.00
- ☆ Kjeldoran Royal Guard 4.00
- ❍ Kjeldoran Skycaptain ..... .75
- ● Knight of Stromgald ..... .75
- ● Leshrac's Rite ..... .50
- ★ Leviathan 4.50
- ★ Lhurgoyf 5.50
- ● Library of Leng ..... .50
- ● Lifeforce ..... .50
- ● Lifetap ..... .50
- ★ Living Artifact 2.00
- ★ Living Lands 2.50
- ★ Lord of Atlantis 5.00
- ★ Lord of the Pit 6.50
- ● Lure ..... .50
- ★ Magical Hack 3.00
- ★ Magus of the Unseen 4.00
- ★ Mana Clash 2.00
- ★ Mana Flare 4.50
- ★ Mana Vault 4.00
- ★ Manabarbs 3.00
- ★ Meekstone 4.00
- ★ Millstone 5.50
- ● Mind Bomb ..... .50
- ● Mind Warp ..... .75
- ● Mole Worms ..... .50
- ★ Necropotence 7.00
- ★ Nether Shadow 4.00
- ★ Nevinyrral's Disk 7.00
- ★ Nightmare 7.00
- ★ Obelisk of Undoing 3.00
- ● Orcish Artillery ..... .50
- ● Orcish Captain ..... .50
- ● Orcish Oriflamme ..... .50
- ★ Orcish Squatters 4.00
- ☆ Order of the Sacred Torch 3.50
- ❍ Order of the White Shield 1.00
- ★ Orgg 3.00
- ● Ornithopter ..... .50
- ★ Pentagram of the Ages 4.00
- ☆ Personal Incarnation 4.00
- ● Phantasmal Forces ..... .50
- ● Phantom Monster ..... .50
- ★ Pirate Ship 2.50
- ● Power Sink ..... .25
- ★ Primal Clay 2.50
- ★ Primal Order 5.00
- ● Primordial Ooze ..... .50
- ● Pyroblast ..... .75
- ● Pyrotechnics ..... .75
- ● Rabid Wombat ..... .50
- ● Radjan Spirit ..... .50
- ★ Rag Man 3.00
- ★ Recall 3.00
- ☆ Reverse Damage 4.00
- ☆ Righteousness 4.00
- ● Rod of Ruin ..... .50



TOP 10 HOTTEST CARDS

8) Dual Lands

Sigh. We miss dual lands here at *InQuest*. Remember rainbow decks? Time was you could build a multicolor deck with no mana worries and no "comes into play tapped" or depletion counters crap. Come on, WotC! Volkswagon brought back the Beetle. Now it's your turn.

- ● Ruins of Trokair ..... .75
- ❍ Sacred Boon ..... .50
- ★ Sand Silos 3.00
- ● Sea Spirit ..... .75
- ● Sea Sprite ..... .50
- ● Seasinger 1.00
- ● Segovian Leviathan ..... .50
- ★ Sengir Autocrat 3.50
- ☆ Seraph 6.00
- ★ Serpent Generator 4.00
- ❍ Serra Bestiary ..... .50
- ❍ Serra Paladin 1.00
- ● Shapeshifter 1.00
- ● Shatterstorm 1.00
- ★ Shivan Dragon 15.00
- ★ Sibilant Spirit 5.00
- ● Skull Catapult ..... .75
- ★ Sleight of Mind 3.25
- ★ Smoke 3.00
- ★ Sorceress Queen 4.00
- ● Soul Net ..... .50
- ❍ Spirit Link 2.50
- ★ Stampede 3.00
- ★ Stasis 4.50
- ● Steal Artifact ..... .50
- ● Stone Giant ..... .50
- ● Stone Spirit ..... .50
- ★ Stromgald Cabal 4.00
- ★ Sulfurous Springs 5.00
- ● Svyelunite Temple ..... .50
- ★ Sylvan Library 6.00
- ● Tawnos's Weaponry ..... .50
- ● Thicket Basilisk ..... .50
- ● Throne of Bone ..... .50
- ● Thrull Retainer ..... .50
- ★ Time Bomb 4.00
- ★ Time Elemental 6.00
- ★ Titania's Song 3.00
- ☆ Truce 2.50
- ● Tsunami ..... .50
- ★ Underground River 5.00
- ● Untamed Wilds ..... .50
- ★ Urza's Avenger 4.00
- ● Urza's Bauble ..... .50
- ★ Verduran Enchantress 3.00
- ● Wall of Air ..... .50
- ● Wall of Bone ..... .50
- ● Wall of Brambles ..... .50
- ● Wall of Fire ..... .50
- ● Wall of Stone ..... .50
- ❍ Wall of Swords ..... .50
- ● Wanderlust ..... .50
- ★ Warp Artifact 2.00
- ● Whirling Dervish 1.50
- ❍ White Knight 2.00
- ● Wind Spirit ..... .50
- ★ Winds of Change 3.00
- ● Winter Blast ..... .50
- ★ Winter Orb 4.00
- ● Wolverine Pack ..... .50
- ● Wooden Sphere ..... .50
- ● Word of Blasting ..... .50
- ☆ Wrath of God 8.00
- ★ Wretched, The 5.00
- ★ Wyluli Wolf 3.50
- ★ Xenic Poltergeist 2.50
- ★ Zombie Master 4.00
- ★ Zur's Weirding 4.50

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1993

Full Set (78 cards) $900.00
Booster Pack (8 cards) 87.50
Booster Box (60 packs) 3,800.00

- ❍ Abu Ja'far 5.00
- ★ Aladdin 8.00
- ★ Aladdin's Lamp 6.00
- ★ Aladdin's Ring 6.50
- ● Ali Baba 5.00
- ★ Ali from Cairo 100.00
- ❑ Army of Allah 6.00
- ● Bazaar of Baghdad 18.00
- ■ Bird Maiden 1.50
- ★ Bottle of Suleiman 6.50
- ● Brass Man 4.00
- ❑ Camel 3.00
- ★ City in a Bottle 20.00
- ● City of Brass 30.00
- ■ Cuombajj Witches 1.00
- ● Cyclone 5.00
- ★ Dancing Scimitar 6.00
- ■ Dandan 1.50
- ■ Desert 3.50
- ■ Desert Nomads 3.00
- ● Desert Twister 4.50
- ★ Diamond Valley 75.00
- ★ Drop of Honey 52.00
- ★ Ebony Horse 6.00
- ★ El-Hajjaj 7.00
- ★ Elephant Graveyard 35.00
- ■ Erg Raiders 1.50
- ★ Erhnam Djinn 32.00
- ☆ Eye for an Eye 6.00
- ■ Fishliver Oil 1.00
- ● Flying Carpet 6.00
- ■ Flying Men 6.00
- ■ Ghazban Ogre 1.00
- ■ Giant Tortoise 1.00
- ★ Guardian Beast 65.00
- ■ Hasran Ogress 1.00
- ■ Hurr Jackal 3.00
- ★ Ifh-Biff Efreet 35.00
- ★ Island Fish Jasconius 6.00
- ★ Island of Wak-Wak 45.00
- ★ Jandor's Ring 6.00
- ★ Jandor's Saddlebags 6.00
- ● Jeweled Bird 5.00
- ☆ Jihad 52.00
- ★ Junun Efreet 9.00
- ★ Juzam Djinn 180.00
- ● Khabal Ghoul 40.00
- ☆ King Suleiman 20.00
- ■ Kird Ape 3.00
- ● Library of Alexandria 165.00
- ● Magnetic Mountain 6.00
- ● Merchant Ship 8.00
- ■ Metamorphosis 2.00
- ★ Mijae Djinn 9.00
- ❑ Moorish Cavalry 5.50
- ■ Mountain 10.00
- ■ Nafs Asp 1.00
- ● Oasis 4.00
- ★ Old Man of the Sea 40.00
- ■ Oubliette 5.00
- ❑ Piety 1.00
- ★ Pyramids 30.00
- ☆ Repentant Blacksmith 4.00
- ★ Ring of Ma'ruf 35.00
- ■ Rukh Egg 14.00
- ● Sandals of Abdallah 8.00
- ■ Sandstorm 1.00
- ★ Serendib Djinn 26.00
- ★ Serendib Efreet 28.00
- ☆ Shahrazad 28.00
- ● Sindbad 5.00
- ★ Singing Tree 40.00
- ● Sorceress Queen 10.50
- ■ Stone-Throwing Devils 6.00
- ■ Unstable Mutation 1.00
- ❑ War Elephant 1.00
- ■ Wyluli Wolf 4.00
- ★ Ydwen Efreet 12.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards) $300.00
Booster Pack (8 cards) 22.00
Booster Box (60 packs) 950.00

- ■ Amulet of Kroog 1.00
- ☆ Argivian Archaeologist 42.00
- ❑ Argivian Blacksmith 1.00
- ■ Argothian Pixies 1.00

WENT UP | WENT DOWN | HEAVILY TRADED | NEW SET

IQ price guide

- Argothian Treefolk 1.00
- Armageddon Clock 5.00
- Artifact Blast 1.00
- Artifact Possession 1.00
- Artifact Ward 1.00
- Ashnod's Altar 2.50
- Ashnod's Battle Gear 2.00
- Ashnod's Transmogrant 2.00
- Atog 2.00
- Battering Ram 1.00
- Bronze Tablet 5.00
- Candelabra of Tawnos 50.00
- Circle of Protection: Artifact 8.00
- Citanul Druid 3.00
- Clockwork Avian 8.00
- Colossus of Sardia 10.00
- Coral Helm 5.00
- Cursed Rack 2.50
- Damping Field 3.00
- Detonate 3.50
- Drafna's Restoration 1.00
- Dragon Engine 1.00
- Dwarven Weaponsmith 2.00
- Energy Flux 2.00
- Feldon's Cane 10.00
- Gaea's Avenger 15.00
- Gate to Phyrexia 3.00
- Goblin Artisans 1.50
- Golgothian Sylex 8.00
- Grapeshot Catapult 1.00
- Haunting Wind 2.50
- Hurkyl's Recall 4.50
- Ivory Tower 10.00
- Jalum Tome 5.00
- Martyrs of Korlis 5.00
- Mightstone 4.00
- Millstone 10.00
- Mishra's Factory 10.00
- Mishra's Factory (Winter) 15.00
- Mishra's War Machine 4.00
- Mishra's Workshop 37.00
- Obelisk of Undoing 8.00
- Onulet 2.00
- Orcish Mechanics 1.00
- Ornithopter 1.00
- Phyrexian Gremlins 4.00
- Power Artifact 4.00
- Powerleech 3.00
- Priest of Yawgmoth 1.00
- Primal Clay 2.00
- Rack, The 3.00
- Rakalite 2.00
- Reconstruction 1.00
- Reverse Polarity 1.00
- Rocket Launcher 4.00
- Sage of Lat-Nam 1.00
- Shapeshifter 6.00
- Shatterstorm 5.50
- Staff of Zegon 1.00
- Strip Mine 10.00
- Strip Mine (sky picture) 11.00
- Su-Chi 5.00
- Tablet of Epityr 1.00
- Tawnos's Coffin 25.00
- Tawnos's Wand 2.00
- Tawnos's Weaponry 2.50
- Tetravus 7.50
- Titania's Song 3.00
- Transmute Artifact 3.50
- Triskelion 7.50
- Urza's Avenger 9.00
- Urza's Chalice 1.00
- Urza's Mine .50
- Urza's Miter 8.00
- Urza's Power Plant .50
- Urza's Tower .50
- Wall of Spears 1.75
- Weakstone 3.50
- Xenic Poltergeist 3.50
- Yawgmoth Demon 10.00
- Yotian Soldier 1.00

LEGENDS

WIZARDS OF THE COAST- 1994

Full Set (310 cards)	$975.00
Booster Pack (15 cards)	35.00
Booster Box (36 packs)	1,050.00
Unlisted Commons	.50

- Abomination 2.00
- Abyss, The 60.00
- Acid Rain 20.00
- Adun Oakenshield 14.00
- Adventurers' Guildhouse 2.50
- Ærathi Berserker 5.00
- Aisling Leprechaun 1.00
- Akron Legionnaire 8.00
- All Hallow's Eve 42.00
- Al-abara's Carpet 12.00
- Alchor's Tomb 12.00
- Angelic Voices 10.00
- Angus Mackenzie 10.00
- Anti-Magic Aura 1.50
- Arboria 4.50
- Arcades Sabboth 15.00
- Arena of the Ancients 8.00
- Avoid Fate 1.00
- Axelrod Gunnarson 10.00
- Ayesha Tanaka 7.00
- Azure Drake 3.00
- Backdraft 3.00
- Backfire 3.00
- Barbary Apes 1.25
- Barktooth Warbeard 4.00
- Bartel Runeaxe 12.00
- Crimson Kobolds 1.50
- Crimson Manticore 7.00
- Crookshank Kobolds 1.50
- Dakkon Blackblade 14.00
- D'Avenant Archer .50
- Darkness 1.00
- Deadfall 3.00
- Demonic Torment 4.00
- Devouring Deep 1.00
- Disharmony 11.50
- Divine Intervention 11.00
- Divine Offering 1.00
- Divine Transformation 7.00
- Dream Coat 4.50
- Dwarven Song 4.00
- Elder Land Wurm 8.00
- Elder Spawn 9.00
- Elven Riders 6.00
- Enchanted Being 1.00
- Enchantment Alteration 1.00
- Equinox 3.50
- Eternal Warrior 2.00
- Eureka 40.00
- Evil Eye of Orms-By-Gore 4.00
- Fallen Angel 6.00
- Falling Star 10.00



TOP 10 HOTTEST CARDS

7) Wrath of God

Still the all-time best way to sweep the land clean of bothersome critters. You know, this hoary old favorite has been out for so long, it seems we're finally running out of cute things to say about it. Curses!

- Beasts of Bogardan 3.00
- Black Mana Battery 5.00
- Blazing Effigy 1.00
- Blight 2.00
- Blood Lust 4.00
- Blue Mana Battery 5.00
- Boris Devilboon 12.50
- Brine Hag 4.00
- Bronze Horse 6.00
- Carrion Ants 10.00
- Cathedral of Serra 2.50
- Caverns of Despair 10.00
- Chain Lightning 5.50
- Chains of Mephistopheles 22.00
- Chromium 14.00
- Cleanse 18.00
- Clergy of the Holy Nimbus 1.00
- Cocoon 3.00
- Concordant Crossroads 8.50
- Cosmic Horror 6.00
- Craw Giant 6.00
- Crevasse 3.00
- Feint 1.00
- Field of Dreams 12.00
- Fire Sprites 1.50
- Firestorm Phoenix 24.00
- Flash Counter 1.00
- Floral Spuzzem 4.00
- Force Spike 1.00
- Forethought Amulet 11.00
- Fortified Area 2.00
- Frost Giant 5.00
- Gabriel Angelfire 8.00
- Gauntlets of Chaos 8.00
- Ghosts of the Damned 1.00
- Giant Turtle 1.00
- Glyph of Delusion 1.00
- Glyph of Destruction 1.00
- Glyph of Doom 1.00
- Glyph of Life 1.00
- Glyph of Reincarnation 1.00
- Gosta Dirk 11.00
- Gravity Sphere 20.00
- Great Defender 4.00
- Great Wall 4.00
- Greater Realm of Preservation 6.00
- Greed 7.00
- Green Mana Battery 5.00
- Gwendlyn Di Corci 14.00
- Halfdane 11.00
- Hammerheim 5.00
- Hazezon Tamar 15.00
- Headless Horseman 1.00
- Heaven's Gate 4.00
- Hell Swarm 1.00
- Hell's Caretaker 15.00
- Hellfire 20.00
- Holy Day 1.00
- Horn of Deafening 7.00
- Hornet Cobra 1.00
- Horror of Horrors 5.00
- Hunding Gjornersen 5.00
- Hyperion Blacksmith 4.00
- Ichneumon Druid 4.00
- Imprison 12.00
- In the Eye of Chaos 12.00
- Indestructible Aura 1.00
- Infernal Medusa 6.00
- Infinite Authority 12.00
- Invoke Prejudice 15.00
- Ivory Guardians 4.00
- Jacques le Vert 13.00
- Jasmine Boreal 4.00
- Jedit Ojanen 4.00
- Jerrard of the Closed Fist 4.00
- Johan 13.00
- Jovial Evil 16.00
- Juxtapose 8.00
- Karakas 5.00
- Kasimir the Lone Wolf 4.00
- Kei Takahashi 8.00
- Killer Bees 10.00
- Kismet 5.00
- Knowledge Vault 10.00
- Kobold Drill Sergeant 8.00
- Kobold Overlord 15.00
- Kobold Taskmaster 8.00
- Kobolds of Kher Keep 1.50
- Kry Shield 4.00
- Lady Caleria 12.00
- Lady Evangela 11.00
- Lady of the Mountain, The 5.00
- Lady Orca 5.00
- Land Equilibrium 16.00
- Land Tax 9.00
- Land's Edge 10.00
- Lesser Werewolf 4.00
- Life Chisel 4.00
- Life Matrix 12.50
- Lifeblood 12.00
- Living Plane 20.00
- Livonya Silone 15.00
- Lord Magnus 5.00
- Lost Soul 1.00
- Mana Drain 60.00
- Mana Matrix 10.00
- Marble Priest 4.00
- Marhault Elsdragon 3.00
- Master of the Hunt 20.00
- Mirror Universe 85.00
- Moat 55.00
- Mold Demon 9.00
- Moss Monster 1.00
- Mountain Stronghold 3.00
- Mountain Yeti 3.00
- Nebuchadnezzar 10.00
- Nether Void 48.00
- Nicol Bolas 15.00
- North Star 10.00
- Nova Pentacle 15.00
- Osai Vultures 1.00
- Palladia-Mors 14.00
- Part Water 4.00
- Pavel Maliki 5.00
- Pendelhaven 5.00
- Petra Sphinx 8.00
- Pixie Queen 15.00
- Planar Gate 12.00
- Pradesh Gypsies 2.00
- Presence of the Master 8.00
- Primordial Ooze 2.00
- Princess Lucrezia 4.00
- Psionic Entity 8.00
- Psychic Purge 2.50
- Puppet Master 3.00
- Pyrotechnics 1.00
- Quagmire 4.00
- Quarum Trench Gnomes 9.00
- Rabid Wombat 5.00
- Radjan Spirit 2.50
- Raging Bull 1.00
- Ragnar 10.00
- Ramirez DePietro 4.00
- Ramses Overdark 14.00
- Rapid Fire 10.00
- Rasputin Dreamweaver 14.00
- Rebirth 8.00
- Recall 11.50
- Red Mana Battery 5.00
- Reincarnation 4.00
- Relic Barrier 6.00
- Relic Bind 3.00
- Remove Enchantments 1.00
- Remove Soul 1.00
- Reset 8.00
- Revelation 10.00
- Reverberation 16.00
- Righteous Avengers 4.00
- Ring of Immortals 14.00
- Riven Turnbull 4.00
- Rohgahh of Kher Keep 15.00
- Rubinia Soulsinger 10.00
- Rust 1.00
- Sea King's Blessing 4.00
- Seafarer's Quay 3.00
- Seeker 2.50
- Segovian Leviathan 3.00
- Sentinel 8.00
- Serpent Generator 12.00
- Shelkin Brownie 1.00
- Shield Wall 2.00
- Shimian Night Stalker 3.00
- Silhouette 4.00
- Sir Shandlar of Eberyn 4.00
- Sivitri Scarzam 3.50
- Sol'kanar the Swamp King 16.00
- Spectral Cloak 8.00
- Spinal Villain 15.00
- Spirit Link 7.00
- Spirit Shackle 1.00
- Spiritual Sanctuary 12.00
- Stangg 8.00
- Storm Seeker 6.00
- Storm World 14.00
- Subdue 1.00
- Sunastian Falconer 4.00
- Sword of the Ages 32.00
- Sylvan Library 9.00
- Sylvan Paradise 4.00
- Syphon Soul 1.50
- Tabernacle at Pendrell Vale 30.00
- Takklemaggot 2.00
- Telekinesis 10.00
- Teleport 8.00
- Tempest Efreet 8.00
- Tetsuo Umezawa 17.00
- Thunder Spirit 25.00
- Time Elemental 15.00
- Tobias Andrion 4.00
- Tolaria 4.00
- Tor Wauki 3.00
- Torsten Von Ursus 4.00
- Touch of Darkness 4.00
- Triassic Egg 8.00
- Tuknir Deathlock 11.00
- Tundra Wolves 1.00
- Typhoon 12.00
- Undertow 3.00
- Underworld Dreams 36.00
- Unholy Citadel 3.00
- Untamed Wilds 4.00
- Urborg 5.00
- Urdrago 12.00
- Vaevictis Asmadi 15.00
- Venarian Gold 1.00
- Visions 4.00
- Voodoo Doll 7.00
- Walking Dead 1.00
- Wall of Caltrops 1.00
- Wall of Dust 2.50
- Wall of Earth 1.00
- Wall of Light 4.00
- Wall of Opposition 8.00
- Wall of Putrid Flesh 5.00
- Wall of Tombstones 4.00
- Wall of Wonder 4.00
- Whirling Dervish 5.50
- White Mana Battery 5.00
- Willow Satyr 14.00
- Winds of Change 5.00
- Winter Blast 8.00
- Wolverine Pack 1.00
- Wood Elemental 10.00
- Wretched, The 17.00
- Xira Arien 10.00
- Zephyr Falcon 1.00

Key

ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

COMMON | UNCOMMON | RARE

THE DARK

WIZARDS OF THE COAST- 1994

Full Set (119 cards) $150.00
Booster Pack (8 cards) 8.50
Booster Box (60 pOacks) 390.00
Unlisted Commons ..... .25

- Amnesia 5.00
- Angry Mob 3.00
- Apprentice Wizard 2.50
- Ashes to Ashes ..... .75
- Ball Lightning 18.00
- Banshee 2.00
- Barl's Cage 4.00
- Blood Moon 7.50
- Blood of the Martyr 2.00
- Bone Flute 1.00
- Book of Rass 1.50
- Brothers of Fire 1.00
- Cave People 1.00
- City of Shadows 4.00
- Cleansing 5.00
- Coal Golem 2.00
- Curse Artifact 2.00
- Dance of Many 5.00
- Dark Heart of the Wood ..... .75
- Dark Sphere 2.00
- Diabolic Machine 1.50
- Eater of the Dead 2.50
- Electric Eel 1.50
- Elves of Deep Shadow 3.00
- Eternal Flame 4.00
- Exorcist 8.00
- Fallen, The 1.50
- Fasting 1.50
- Fellwar Stone 4.00
- Fire and Brimstone 1.50
- Fire Drake 1.00
- Flood 1.00
- Fountain of Youth 1.50
- Frankenstein's Monster 6.00
- Gaea's Touch ..... .75
- Goblin Wizard 5.00
- Grave Robbers 5.00
- Hidden Path 6.00
- Inferno 5.50
- Knights of Thorn 5.00
- Leviathan 7.00
- Living Armor 1.00
- Lurker 3.00
- Mana Clash 4.00
- Mana Vortex 4.00
- Marsh Goblins ..... .75
- Martyr's Cry 5.00
- Maze of Ith 16.00
- Merfolk Assassin 5.00
- Mind Bomb 2.00
- Miracle Worker ..... .75
- Nameless Race 6.00
- Necropolis 2.00
- Niall Silvain 3.50
- Orc General 1.50
- People of the Woods 2.00
- Preacher 13.00
- Psychic Allergy 5.00
- Rag Man 4.00
- Reflecting Mirror 2.50
- Runesword 2.00
- Safe Haven 4.50
- Scarecrow 3.00
- Scarwood Bandits 5.00
- Scarwood Hag 1.50
- Season of the Witch 4.50
- Sisters of the Flame 1.50
- Skull of Orm 5.00
- Sorrow's Path 3.00
- Spitting Slug 2.00
- Standing Stones 2.50
- Stone Calendar 7.00
- Tangle Kelp 1.50
- Tivadar's Crusade 2.00
- Tormod's Crypt 2.00
- Tower of Coireall 1.00
- Tracker 7.00
- Uncle Istvan 2.00
- Wand of Ith 3.00
- War Barge 2.50
- Water Wurm ..... .75
- Whippoorwill 2.00
- Witch Hunter 5.00
- Worms of the Earth 4.00
- Wormwood Treefolk 4.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards) $50.00
Booster Pack (8 cards) 1.00
Booster Box (60 packs) 45.00
Unlisted Commons ..... .15

- Aeolipile 2.00
- Balm of Restoration 2.00
- Bottomless Vault 3.50
- Breeding Pit 2.00
- Conch Horn 1.75
- Deep Spawn ..... .50
- Delif's Cone ..... .50
- Delif's Cube 1.50
- Derelor 3.00
- Draconian Cylix 3.00
- Dwarven Armorer 2.00
- Dwarven Catapult ..... .50
- Dwarven Hold 3.00
- Dwarven Lieutenant ..... .50
- Dwarven Ruins 1.25
- Ebon Praetor 3.00
- Ebon Stronghold 1.00
- Elven Lyre 2.00
- Elvish Farmer 3.00
- Farrel's Mantle ..... .50
- Farrelite Priest ..... .50
- Feral Thallid 1.00
- Fungal Bloom 3.00
- Goblin Flotilla 2.00
- Goblin Kites ..... .50
- Goblin Warrens 3.50
- Hand of Justice 5.00
- Havenwood Battleground ... 1.50
- Heroism ..... .50
- Hollow Trees 3.00
- Homarid Shaman 1.00
- Homarid Spawning Bed ..... .50
- Hymn to Tourach 1.00
- Icatian Lieutenant 2.00
- Icatian Phalanx ..... .50
- Icatian Priest ..... .50
- Icatian Skirmishers 3.00
- Icatian Store 3.00
- Icatian Town 3.50
- Implements of Sacrifice 1.00
- Orcish Captain ..... .50
- Orgg 3.00
- Raiding Party ..... .50
- Rainbow Vale 3.00
- Ring of Renewal 2.00
- River Merfolk 3.00
- Ruins of Trokair 1.00
- Sand Silos 3.00
- Seasinger 1.00
- Soul Exchange 1.00
- Spirit Shield 2.00
- Spore Flower ..... .50
- Svyelunite Priest ..... .50
- Svyelunite Temple 1.00
- Thallid Devourer ..... .50
- Thelon's Chant ..... .50
- Thelon's Curse 2.00
- Thelonite Druid ..... .50
- Thelonite Monk 2.50
- Thrull Champion 3.50
- Thrull Retainer ..... .50
- Thrull Wizard ..... .50
- Tidal Influence ..... .50
- Tourach's Chant ..... .50
- Tourach's Gate 2.00
- Vodalian Knights 3.00
- Vodalian War Machine 2.00
- Zelyan Sword 2.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards) $245.00
Starter Deck (60 cards) 8.00
Starter Box (10 decks) 75.00
Booster Pack (15 cards) 2.75
Booster Box (36 packs) 95.00
Commons ..... .15

- Abyssal Specter 1.50
- Adarkar Sentinel ..... .50
- Adarkar Wastes 6.00
- Aegis of the Meek 3.00
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- Green Scarab ..... .50
- Hallowed Ground 1.00
- Halls of Mist 3.00



TOP 10 HOTTEST CARDS

6) Hatred

It's Channel/Fireball done creature style. Pay life to pump up a creature's power all you want—or all you can afford, anyway. Ever thought you'd see the day a Stream of Life could deliver the coup de grace on your opponent? Where's my Ivory Tower?

- Dance of the Dead 1.00
- Deflection 11.00
- Demonic Consultation ..... .75
- Despotic Scepter 4.00
- Diabolic Vision ..... .75
- Dread Wight 3.00
- Dreams of the Dead ..... .50
- Drift of the Dead ..... .50
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- Dwarven Armory 3.50
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- Fiery Justice 3.00
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- Icequake 1.50
- Icy Manipulator 9.00
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- Illusions of Grandeur 4.00
- Infernal Darkness 2.00
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- Jester's Cap 16.00
- Jester's Mask 10.50
- Jeweled Amulet ..... .50
- Johtull Wurm ..... .50
- Jokulhaups 7.00
- Justice 1.50
- Karplusan Forest 6.00
- Karplusan Giant ..... .50
- Karplusan Yeti 4.00
- Kjeldoran Elite Guard 1.00
- Kjeldoran Frostbeast ..... .50
- Kjeldoran Knight 2.00
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- Knight of Stromgald 1.50
- Krovikan Elementalist ..... .50
- Krovikan Vampire 1.50
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- Lapis Lazuli Talisman ..... .50
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- Melee ..... .50
- Melting ..... .50
- Mercenaries 3.00
- Merieke Ri Berit 5.00
- Mesmeric Trance 3.50
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- Mind Whip 3.00
- Minion of Leshrac 6.00
- Minion of Tevesh Szat 5.00
- Mole Worms ..... .50
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- Mudslide 3.00
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- Mystic Might 3.00
- Nacre Talisman ..... .50
- Naked Singularity 4.00
- Nature's Lore ..... .50
- Necropotence 9.00
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- Onyx Talisman ..... .50
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- ★ Storm Spirit 4.00
- ★ Stormbind 5.00
- ★ Stromgald Cabal 4.00
- ★ Stunted Growth 4.00
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- ● Thermokarst 1.50
- ● Thoughtleech ..... .50
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- ● Withering Wisps ..... .50
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- ★ Winter's Chill 3.00
- ● Word of Blasting ..... .50
- ★ Wrath of Marit Lage 3.00
- ● Yavimaya Gnats ..... .50
- ★ Zur's Weirding 5.00
- ● Zuran Orb 3.50

CHRONICLES
WIZARDS OF THE COAST- 1995

Full Set (125 cards) $80.00
Booster Pack (12 cards) 2.50
Booster Box (45 packs) 85.00
Unlisted Commons ..... .10

- ❍ Abu Ja'far ..... .50
- ☆ Akron Legionnaire 2.00
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- ☆ Angelic Voices 5.00
- ★ Arcades Sabboth 4.00
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- ● Banshee ..... .75
- ★ Barl's Cage 2.00
- ● Beasts of Bogardan ..... .75
- ❍ Blood of the Martyr ..... .75
- ★ Blood Moon 5.00
- ★ Book of Rass 1.00
- ★ Bronze Horse 2.00
- ★ Chromium 4.00
- ★ City of Brass 12.00
- ● Cocoon ..... .75
- ★ Concordant Crossroads 4.00
- ● Crew Giant 1.50
- ★ Cyclone 2.00
- ★ Dakkon Blackblade 5.00
- ★ Dance of Many 3.00
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- ● Fallen Angel 2.50
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- ● Fire Drake ..... .75
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- ● Goblin Artisans ..... .50
- ★ Hell's Caretaker 5.50
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- ❍ Ivory Guardians ..... .50
- ★ Jalum Tome 2.50
- ★ Jeweled Bird 1.00
- ★ Johan 4.00
- ★ Juxtapose 3.00
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- ★ Land's Edge 5.00
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- ★ Nicol Bolas 4.00
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- ★ Sentinel 2.00
- ★ Serpent Generator 5.00
- ❍ Shield Wall ..... .75

HOMELANDS
WIZARDS OF THE COAST- 1995

Full Set (140 cards) $70.00
Booster Pack (8 cards) 1.50
Booster Box (60 packs) 70.00
Commons ..... .10

- ❍ Abbey Gargoyles ..... .50
- ● Aether Storm 1.00
- ★ An-Havva Constable 2.50
- ● An-Havva Inn ..... .50
- ● An-Havva Township ..... .50
- ★ An-Zerrin Ruins 3.00
- ★ Anaba Ancestor 3.00
- ★ Anaba Spirit Crafter 3.00
- ★ Apocalypse Chime 3.00
- ★ Autumn Willow 8.00
- ● Aysen Abbey ..... .50
- ☆ Aysen Crusader 3.00
- ☆ Aysen Highway 3.00
- ★ Baki's Curse 2.50
- ★ Baron Sengir 8.00
- ☆ Beast Walkers 2.00
- ★ Black Carriage 3.00
- ★ Broken Visage 3.00



TOP 10 HOTTEST CARDS

5) Necrologia

No pain, no gain! Pay life to draw cards, but only during your discard phase. Teacher always said learning takes effort, and now you know it's true. This mini-Necropotence is hot, and thanks to two of the *Exodus* preconstructed decks, it's easy to find.

- ● Shimian Night Stalker ..... .75
- ● Sivitri Scarzam ..... .25
- ★ Sol'kanar the Swamp King 5.00
- ★ Stangg 3.00
- ● Storm Seeker 2.00
- ● Takklemaggot ..... .75
- ★ Teleport 2.00
- ● Tobias Andrion ..... .25
- ● Tormod's Crypt ..... .50
- ★ Triassic Egg 2.00
- ● Urza's Mine (four versions) ..... .25
- ● Urza's Power Plant (four versions) .25
- ● Urza's Tower (four versions) ..... .25
- ★ Vaevictis Asmadi 4.00
- ★ Voodoo Doll 2.00
- ● Wall of Opposition 1.00
- ● Wall of Wonder ..... .50
- ❍ Witch Hunter 1.00
- ★ Wretched, The 4.00
- ★ Xira Arien 3.00
- ★ Yawgmoth Demon 4.00
- ● Castle Sengir ..... .50
- ★ Chain Stasis 3.00
- ● Chandler ..... .50
- ● Clockwork Gnomes ..... .25
- ● Clockwork Steed ..... .25
- ● Clockwork Swarm ..... .25
- ● Coral Reef ..... .25
- ★ Daughter of Autumn 3.00
- ❍ Death Speakers 1.00
- ● Didgeridoo 3.00
- ● Drudge Spell 1.00
- ★ Dwarven Pony 2.00
- ★ Dwarven Sea Clan 2.50
- ● Ebony Rhino ..... .50
- ● Eron the Relentless 1.00
- ● Evaporate ..... .50
- ★ Faerie Noble 4.00
- ★ Feroz's Ban 3.00
- ★ Forget 3.00
- ● Funeral March ..... .50
- ● Ghost Hounds 1.00
- ● Giant Oyster ..... .50
- ★ Grandmother Sengir 2.50
- ● Greater Werewolf ..... .50
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- ● Headstone ..... .50
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- ★ Ironclaw Curse 2.50
- ● Jinx ..... .25
- ● Joven ..... .50
- ● Joven's Ferrets ..... .50
- ● Joven's Tools ..... .50
- ★ Koskun Falls 3.00
- ● Koskun Keep ..... .50
- ● Leaping Lizard ..... .25
- ☆ Leeches 2.00
- ★ Mammoth Harness 2.00
- ★ Marjhan 3.00
- ● Merchant Scroll ..... .25
- ★ Mystic Decree 4.50
- ★ Narwhal 2.50
- ● Orcish Mine 1.00
- ★ Primal Order 6.00
- ❍ Prophecy ..... .25
- ❍ Rashka the Slayer 1.00
- ● Renewal ..... .25
- ● Retribution 1.00
- ★ Reveka, Wizard Savant 3.00
- ● Root Spider ..... .50
- ● Roots ..... .50
- ● Roterothopter ..... .50
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- ● Sea Troll 1.00
- ★ Sengir Autocrat 3.50
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- ❍ Serra Bestiary ..... .25
- ❍ Serra Inquisitors ..... .50
- ❍ Serra Paladin ..... .25
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- ☆ Soraya the Falconer 2.50
- ● Spectral Bears 1.00
- ★ Timmerian Fiends 1.00
- ☆ Truce 3.00
- ★ Veldrane of Sengir 3.25
- ★ Wall of Kelp 2.00
- ★ Willow Priestess 4.00
- ★ Winter Sky 3.00
- ● Wizards' School ..... .50

ALLIANCES
WIZARDS OF THE COAST- 1996

Full Set (199 cards) $175.00
Booster Pack (12 cards) 4.00
Booster Box (45 packs) 150.00
Commons ..... .15

- ★ Ashnod's Cylix 4.00
- ● Balduvian Dead 1.00
- ★ Balduvian Horde 20.00
- ★ Balduvian Trading Post 6.00
- ● Bounty of the Hunt ..... .50
- ● Browse 1.50
- ● Burnout 1.00
- ★ Chaos Harlequin 3.00
- ● Contagion 1.25
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- ● Death Spark ..... .50
- ★ Diminishing Returns 6.00
- ● Diseased Vermin 1.00
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- ★ Gustha's Scepter 4.00
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- ❍ Inheritance 1.00
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- ● Krovikan Plague ..... .50
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- ● Mystic Compass ..... .50
- ● Nature's Blessing ..... .50
- ● Nature's Chosen ..... .50
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- ★ Winter's Night 4.00
- ● Yavimaya Ants 1.50

MIRAGE
WIZARDS OF THE COAST- 1996

Full Set (350 cards) $250.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Commons ..... .10
Unlisted Uncommons 1.00

- ★ Abyssal Hunter 5.00
- ★ Acidic Dagger 3.00
- ★ Afiya Grove 3.50
- ❍ Afterlife 1.50
- ★ Amber Prison 5.50
- ★ Amulet of Unmaking 3.75
- ★ Ancestral Memories 5.00
- ★ Ashen Powder 4.00
- ★ Asmira, Holy Avenger 4.00
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- ★ Barreling Attack 3.00
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- ★ Bazaar of Wonders 5.50
- ★ Benthic Djinn 4.50
- ● Blighted Shaman ..... .50
- ● Blind Fury ..... .75
- ★ Bone Mask 4.00
- ★ Brushwagg 3.00
- ● Burning Palm Efreet ..... .50
- ★ Cadaverous Bloom 7.00
- ★ Canopy Dragon 6.00
- ★ Carrion 3.00
- ★ Catacomb Dragon 8.00
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- ★ Circle of Despair 4.00
- ● Consuming Ferocity ..... .75
- ● Coral Fighters ..... .50
- ★ Crimson Hellkite 10.00

key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

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- Discordant Spirit 4.50
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- Subterranean Spirit 4.00
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- Volcanic Geyser 1.50
- Waiting in the Weeds 5.00
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- Wellspring 3.50
- Wildfire Emissary 1.50
- Worldly Tutor 2.00
- Yare 3.50
- Zebra Unicorn 1.00
- Zirilan of the Claw 5.00
- Zuberi, Golden Feather 4.00

VISIONS

WIZARDS OF THE COAST- 1997

Full Set (167 cards) 175.00
Booster Pack (15 cards) 3.25
Booster Box (36 packs) 95.00
Commons .10
Unlisted Uncommons .75

- Aku Djinn 6.00
- Anvil of Bogardan 6.00
- Archangel 8.00
- Army Ants 1.00
- Blanket of Night 1.50
- Bogardan Phoenix 4.50
- Brass-Talon Chimera .50
- Breathstealer's Crypt 5.00
- Brood of Cockroaches .50
- Chronatog 6.00
- City of Solitude 10.00
- Corrosion 3.00
- Creeping Mold 1.50
- Desertion 8.00
- Desolation 1.00
- Diamond Kaleidoscope 3.50
- Dragon Mask 1.00
- Elephant Grass 1.50
- Elkin Lair 4.00
- Equipoise 5.00
- Eye of Singularity 5.00
- Femeref Enchantress 3.50
- Firestorm Hellkite 8.00
- Flooded Shoreline 4.00
- Forbidden Ritual 4.50
- Goblin Recruiter 1.00
- Griffin Canyon 5.00
- Guiding Spirit 4.00
- Helm of Awakening 1.00
- Honorable Passage 1.00
- Juju Bubble 1.00
- Kaervek's Spite 4.00
- Katabatic Winds 4.00
- Kookus 5.00
- Lead-Belly Chimera .50
- Lichenthrope 3.50
- Lightning Cloud 5.50
- Longbow Archer 1.00
- Magma Mine 2.00
- Miraculous Recovery 1.00
- Natural Order 5.50
- Necromancy 1.00
- Necrosavant 5.00
- Nekrataal 2.50
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- Ovinomancer 1.00
- Peace Talks 1.00
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- Quicksand 1.25
- Quirion Druid 4.50
- Rainbow Efreet 7.00
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- Scalebane's Elite 1.00
- Simoon 1.00
- Snake Basket 6.50
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- Stampeding Wildebeests 1.00
- Suleiman's Legacy 4.00
- Summer Bloom 1.00
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- Teferi's Realm 4.00
- Tempest Drake 1.50
- Three Wishes 5.00
- Tin-Wing Chimera .50
- Tithe 5.00
- Triangle of War 3.50
- Undiscovered Paradise 8.00
- Vampiric Tutor 10.00
- Viashino Sandstalker 2.00
- Viashivan Dragon 8.00
- Wand of Denial 7.00
- Waterspout Djinn 1.00
- Zhalfirin Crusader 5.00

WEATHERLIGHT

WIZARDS OF THE COAST- 1997

Full Set (167 cards) 180.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Commons .10
Unlisted Uncommons 1.00

- Abeyance 7.50
- Aboroth 6.50
- Æther Flash 1.50
- Goblin Bomb 6.00
- Heart of Bogardan 5.00
- Heat Stroke 5.00
- Hurloon Shaman .50
- Infernal Tribute 6.00
- Inner Sanctum 4.00
- Liege of the Hollows 5.00
- Lotus Vale 15.00
- Mana Web 6.50
- Maraxus of Keld 6.00
- Morinfen 5.00
- Mwonvuli Ooze 4.50
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- Noble Benefactor .50
- Null Rod 4.50
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- Paradigm Shift 5.00
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- Phantom Warrior 1.50
- Psychic Vortex 4.00
- Relearn 1.00
- Scorched Ruins 6.00
- Serenity 6.00
- Serra's Blessing 1.50
- Southern Paladin 6.50
- Tariff 5.00
- Teferi's Veil .50



TOP 10 HOTTEST CARDS

4) Mox Diamond

Well okay, it's a wussy Mox, but it's the closest most *Magic* players will get to the real thing. And with only pain lands, depletion lands, bounce-back lands and a gazillion other annoying multi-mana lands to choose from, the Mox Diamond is much lower maintenance.

- Alabaster Dragon 7.00
- Ancestral Knowledge 6.00
- Avizoa 4.50
- Barishi .50
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- Firestorm 7.00
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- Fungus Elemental 5.00
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- Thran Tome 4.50
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- Tolarian Serpent 5.00
- Touchstone .50
- Tranquil Grove 7.00
- Urborg Justice 4.50
- Urborg Stalker 5.00
- Volunteer Reserves 1.50
- Wave of Terror 5.00
- Well of Knowledge 6.00
- Winding Canyon 6.00
- Xanthic Statue 5.00

TEMPEST

WIZARDS OF THE COAST- 1997

Full Set (335 cards) 275.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 95.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Starter Box (12 decks–pre-constructed) 75.00
Unlisted Commons .15
Unlisted Uncommons 1.00

- Altar of Dementia 5.00
- Aluren 7.00
- Angelic Protector 1.00
- Apes of Rath 1.25
- Apocalypse 6.00
- Auratog 4.00
- Avenging Angel 6.00
- Bellowing Fiend 4.00
- Benthic Behemoth 5.00
- Booby Trap 7.00
- Bottle Gnomes 2.00
- Bounty Hunter 5.00
- Caldera Lake 5.00
- Canyon Drake 3.25
- Capsize .50
- Carrionette 4.00
- Chaotic Goo 3.75
- Chill 1.00
- Choke 1.50
- Cinder Marsh 1.25
- Coffin Queen 5.00
- Cold Storage 4.00
- Commander Greven il-Vec 9.00
- Corpse Dance 4.50
- Crazed Armodon 4.00
- Cursed Scroll 14.00
- Dauthi Embrace 1.50
- Deadshot 4.00
- Death Pits of Rath 6.00
- Dirtcowl Wurm 7.00
- Draconplasm 5.00
- Dregs of Sorrow 5.50
- Duplicity 5.00
- Earthcraft 5.00
- Echo Chamber 5.00
- Eladamri, Lord of Leaves 7.00
- Eladamri's Vineyard 7.50
- Elven Warhounds 4.00
- Emerald Medallion 5.00
- Emmessi Tome 4.50
- Energizer 4.00
- Ertai's Meddling 4.00
- Escaped Shapeshifter 5.00
- Extinction 4.00
- Fevered Convulsions 4.50
- Field of Souls 5.00
- Flickering Ward 1.00
- Flowstone Salamander .75
- Flowstone Sculpture 4.00
- Flowstone Wyvern 4.00
- Fool's Tome 4.50
- Fugitive Druid 4.00
- Furnace of Rath 7.00
- Fylamarid 1.25
- Gerrard's Battle Cry 5.00
- Goblin Bombardment 2.00
- Grindstone 7.00
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- Intuition 5.00
- Jackal Pup 1.50
- Jet Medallion 5.50
- Jinxed Idol 4.50
- Kezzerdrix 4.00
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- Knight of Dusk 1.50
- Krakilin 1.50
- Legacy's Allure 1.50
- Legerdemain 1.50
- Light of Day 1.75
- Living Death 7.00
- Lobotomy 2.00
- Lotus Petal 1.00
- Maddening Imp 4.00
- Magmasaur 4.50
- Magnetic Web 4.00
- Mana Severance 5.00
- Marble Titan 4.00
- Mawcor 4.00
- Maze of Shadows 1.50
- Meditate 9.00
- Minion of the Wastes 5.00
- Mirri's Guile 5.00
- Mogg Cannon .75
- Mongrel Pack 4.00
- Nature's Revolt 6.00
- No Quarter 3.50
- Oracle en-Vec 4.50

WENT UP | WENT DOWN | HEAVILY TRADED | NEW SET

IQ price guide

- ☆ Orim, Samite Healer 4.50
- ● Overrun 3.00
- ★ Pallimud 4.00
- ● Patchwork Gnomes 75
- ★ Pearl Medallion 5.00
- ☆ Pegasus Refuge 5.00
- ★ Phyrexian Grimoire 4.00
- ★ Pine Barrens 5.50
- ★ Precognition 5.00
- ● Propaganda 2.00
- ● Puppet Strings 1.50
- ● Rain of Tears 1.50
- ★ Rathi Dragon 12.00
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- ★ Shocker 6.00
- ● Sky Spirit 1.50
- ★ Skyshroud Forest 5.50
- ● Skyshroud Vampire 1.25
- ☆ Soltari Emissary 5.00
- ★ Soltari Guerrillas 5.00
- ❍ Soltari Monk 1.25
- ❍ Soltari Priest 1.75
- ☆ Spirit Mirror 5.50
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- ★ Starke of Rath 4.00
- ★ Static Orb 5.00
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- ★ Unstable Shapeshifter 5.00
- ● Vec Township 75
- ★ Verdant Force 6.50
- ● Verdigris 75
- ★ Vhat il-Dal 5.00
- ❍ Warmth 1.50
- ● Wasteland 2.50
- ★ Whim of Volrath 5.00
- ● Whispers of the Muse 2.00
- ● Wind Dancer 1.75
- ☆ Winds of Rath 6.00
- ★ Wood Sage 4.00

STRONGHOLD

WIZARDS OF THE COAST- 1998

Full Set (143 cards) 175.00
Starter Deck (60 cards) 8.95
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Unlisted Commons 15
Unlisted Uncommons 1.00

- ● Acidic Sliver 1.50
- ★ Amok 3.00
- ★ Awakening 4.00
- ● Bottomless Pit 1.50
- ★ Burgeoning 5.00
- ★ Carnassid 4.50
- ★ Crovax the Cursed 4.00
- ● Crystalline Sliver 2.50
- ★ Dream Halls 5.50
- ★ Ensnaring Bridge 9.00
- ★ Evacuation 4.00
- ● Fanning the Flames 2.00
- ★ Flowstone Mauler 4.00
- ★ Grave Pact 5.50
- ● Heartstone 1.50
- ● Heat of Battle 1.50
- ★ Hermit Druid 4.50
- ● Hesitation 1.50
- ☆ Hidden Retreat 4.00
- ★ Horn of Greed 4.50
- ★ Intruder Alarm 5.00
- ★ Invasion Plans 4.50
- ★ Jinxed Ring 3.00
- ● Mask of the Mimic 1.50
- ● Megrim 2.00
- ● Mind Peel 1.50
- ★ Mindwarper 4.00
- ★ Mogg Infestation 5.00
- ● Mogg Maniac 2.00
- ★ Mortuary 3.50
- ★ Mox Diamond 20.00
- ★ Portcullis 5.00
- ■ Provoke 75
- ☆ Pursuit of Knowledge 8.00
- ● Rebound 1.50
- ★ Reins of Power 4.00
- ★ Revenant 5.00
- ☆ Rolling Stones 6.00
- ★ Ruination 6.00
- ☆ Sacred Ground 4.50
- ❑ Samite Blessing 25
- ■ Seething Anger 25
- ■ Serpent Warrior 25
- ☆ Shaman en-Kor 4.50
- ★ Shard Phoenix 6.00
- ● Shifting Wall 1.50
- ■ Shock 50
- ■ Sift 25
- ★ Silver Wyvern 5.00
- ★ Skeleton Scavengers 4.00
- ■ Skyshroud Archer 25
- ❑ Skyshroud Falcon 25
- ■ Skyshroud Troopers 25
- ★ Sliver Queen 10.00
- ☆ Soltari Champion 5.00
- ★ Spike Breeder 3.50
- ● Spike Feeder 50
- ■ Spike Worker 25
- ■ Spindrift Drake 25
- ■ Spined Wurm 25
- ❑ Spirit en-Kor 25
- ★ Spitting Hydra 4.50
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- ★ Sword of the Chosen 3.50
- ❍ Temper 2.00
- ★ Thalakos Deceiver 4.00
- ■ Tidal Surge 25
- ■ Tidal Warrior 25
- ■ Torment 25
- ■ Tortured Existence 25
- ❑ Venerable Monk 25
- ★ Verdant Touch 4.50
- ● Victual Sliver 1.50
- ★ Volrath's Gardens 4.00
- ★ Volrath's Laboratory 4.50
- ★ Volrath's Shapeshifter 5.00
- ★ Volrath's Stronghold 7.50
- ❍ Wall of Essence 1.50
- ● Wall of Souls 1.50
- ☆ Warrior Angel 6.00
- ❑ Youthful Knight 25

EXODUS

WIZARDS OF THE COAST- 1998

Full Set (143 cards) 150.00
Starter Deck (60 cards) 8.95
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00

- ■ Æther Tide 15
- ❑ Alloy 15
- ■ Anarchist 15
- ❑ Angelic Blessing 15
- ■ Avenging Druid 15
- ■ Bequeathed 15
- ■ Carnophage 15
- ● Cartographer 1.00
- ■ Cat Burglar 15
- ☆ Cataclysm 12.00
- ❑ Charging Paladin 30
- ■ Cinder Crawler 15
- ★ City of Traitors 4.00
- ★ Coat of Arms 9.00
- ☆ Convalescence 3.00
- ● Crashing Boars 1.00
- ■ Culling the Weak 15
- ■ Cunning 15
- ● Curiosity 1.50
- ■ Cursed Flesh 15
- ● Dauthi Cutthroat 1.00
- ■ Dauthi Jackal 15
- ● Dauthi Warlord 1.25
- ■ Death's Duet 15
- ■ Dizzying Gaze 15
- ★ Dominating Licid 5.00
- ● Elven Palisade 1.00
- ■ Elvish Berserker 15
- ★ Entropic Specter 3.00
- ★ Ephemeron 5.00
- ★ Equilibrium 7.00
- ☆ Erratic Portal 6.00
- ★ Ertai, Wizard Adept 10.00
- ☆ Exalted Dragon 8.00
- ■ Fade Away 15
- ★ Fighting Chance 3.00
- ● Flowstone Flood 1.25
- ● Forbid 1.50
- ● Fugue 1.25
- ■ Furnace Brood 15
- ■ Grollub 15
- ★ Hatred 8.00
- ❍ High Ground 1.25
- ■ Jackalope Herd 15
- ● Keeper of the Beasts 1.50
- ● Keeper of the Dead 2.00
- ● Keeper of the Flame 1.25
- ❍ Keeper of the Light 1.25
- ● Keeper of the Mind 1.25
- ● Killer Whale 1.50
- ❑ Kor Chant 15
- ☆ Limited Resources 5.00
- ■ Mage il-Vec 15
- ● Mana Breach 1.50
- ★ Manabond 3.50
- ■ Maniacal Rage 15
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- ● Mogg Assassin 1.00
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- ■ Nausea 15
- ● Necrologia 2.00
- ★ Null Brooch 6.00
- ★ Oath of Druids 8.00
- ★ Oath of Ghouls 4.00
- ☆ Oath of Lieges 5.00
- ★ Oath of Mages 3.00
- ★ Oath of Scholars 5.00
- ★ Ogre Shaman 4.00
- ■ Onslaught 15
- ☆ Paladin en-Vec 6.00
- ★ Pandemonium 6.00
- ● Paroxysm 1.25
- ❍ Peace of Mind 1.00
- ❍ Pegasus Stampede 1.50
- ❍ Penance 1.25
- ★ Pit Spawn 6.00
- ★ Plaguebearer 4.00
- ■ Plated Rootwalla 15
- ■ Predatory Hunger 15
- ● Price of Progress 1.50
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- ■ Rabid Wolverines 15
- ■ Raging Goblin 15
- ★ Ravenous Baboon 5.00
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- ■ Reclaim 15
- ❍ Reconnaissance 1.50
- ★ Recurring Nightmare 3.00
- ● Resuscitate 1.00
- ■ Robe of Mirrors 15
- ■ Rootwater Alligator 15
- ■ Rootwater Mystic 15
- ● Sabertooth Wyvern 1.25
- ● Scalding Salamander 1.25
- ■ Scare Tactics 15
- ■ School of Piranha 15
- ● Scrivener 1.25
- ★ Seismic Assault 4.00
- ❑ Shackles 15
- ■ Shattering Pulse 15
- ❑ Shield Mate 15
- ● Skyshaper 1.25
- ● Skyshroud Elite 1.25
- ★ Skyshroud War Beast 5.00
- ● Slaughter 2.00
- ❑ Soltari Visionary 15
- ● Song of Serenity 1.00
- ■ Sonic Burst 15
- ❑ Soul Warden 15
- ● Spellbook 1.50
- ● Spellshock 1.25
- ★ Sphere of Resistance 3.00
- ● Spike Cannibal 1.00



TOP 10 HOTTEST CARDS

2) Cursed Scroll

What? Bumped to number two? Probably not for long, though. Ever wonder what's so cursed about our favorite scroll? Poisoned vellum? A dark enchantment? Really bad Vogon poetry? Looking at the art, maybe we know now what was in that briefcase in "Pulp Fiction"…



TOP 10 HOTTEST CARDS

3) Cataclysm

Eeny, meeny, miney, moe. Everyone pick your favorite artifact, creature, enchantment and land and toss the rest. Once again, white shows it still gots the peppa when it comes to clearing the board and getting both players back to basics.

key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE



TOP 10 HOTTEST CARDS

1) Oath of Druids

This blazing hot card took the U.S. Nationals by storm. The basic idea is this—wait for your opponent to play a creature and drop the Oath into play. Since your deck is packed only with insanely powerful creatures like Archangel and Spirit of the Night, you're sure to get something good. Hey...didn't our own Mike Searle design a deck similar to that about a year ago?

- ★ Spike Hatcher 3.50
- ● Spike Rogue 1.00
- ★ Spike Weaver 3.50
- ❑ Standing Troops ..... .15
- ★ Survival of the Fittest 5.00
- ★ Thalakos Drifters 3.00
- ■ Thalakos Scout ..... .15
- ■ Theft of Dreams ..... .15
- ★ Thopter Squadron 3.50
- ■ Thrull Surgeon ..... .15
- ● Transmogrifying Licid 1.00
- ○ Treasure Hunter 1.00
- ● Treasure Trove 1.50
- ■ Vampire Hounds ..... .15
- ★ Volrath's Dungeon 4.00
- ☆ Wall of Nets 4.00
- ■ Wayward Soul ..... .15
- ❑ Welkin Hawk ..... .15
- ■ Whiptongue Frog ..... .15
- ■ Wood Elves ..... .15
- ★ Workhorse 3.50
- ○ Zealots en-Dal 1.00

PORTAL

WIZARDS OF THE COAST- 1997

- Full Set (215 cards) 150.00
- Starter Deck (86 cards) $9.00
- Starter Box (12 decks) 90.00
- Booster Pack (16 cards) 3.00
- Booster Box (36 packs) 90.00
- Commons ..... .10
- Uncommons ..... .50

- ☆ Alabaster Dragon 5.50
- ★ Alluring Scent 3.00
- ★ Ancestral Memories 5.00
- ☆ Archangel 8.00
- ☆ Armageddon 12.00
- ★ Balance of Power 4.50
- ☆ Blessed Reversal 4.00
- ☆ Blinding Light 3.00
- ★ Capricious Sorcerer 2.00
- ★ Charging Rhino 2.50
- ★ Cloud Dragon 4.00
- ★ Cruel Bargain 3.00
- ★ Cruel Fate 5.00
- ★ Cruel Tutor 5.00
- ★ Devastation 6.00
- ★ Djinn of the Lamp 5.00
- ★ Dread Charge 4.00
- ★ Dread Reaper 4.00
- ★ Earthquake 5.00
- ★ Ebon Dragon 6.00
- ★ Endless Cockroaches 3.00
- ★ Exhaustion 3.00
- ★ Final Strike 5.00
- ★ Fire Dragon 7.50
- ★ Fire Tempest 4.00
- ★ Forked Lightning 5.00
- ☆ Gift of Estates 3.00
- ☆ Harsh Justice 4.00
- ★ Hurricane 1.50
- ★ King's Assassin 5.00
- ★ Last Chance 5.00
- ★ Mercenary Knight 3.00
- ★ Natural Order 5.00
- ★ Nature's Cloak 4.00
- ★ Phantom Warrior 2.50
- ★ Pillaging Horde 10.00
- ★ Primeval Force 5.00
- ★ Prosperity 4.00
- ★ Pyroclasm 2.50
- ★ Scorching Spear 2.00
- ★ Serpent Assassin 4.00
- ☆ Spiritual Guardian 4.00
- ☆ Stern Marshal 3.00
- ★ Summer Bloom 3.00
- ★ Sylvan Tutor 3.00
- ★ Taunt 3.50
- ☆ Temporary Truce 3.00
- ★ Thing from the Deep 5.50
- ★ Thundering Wurm 4.00
- ★ Thundermare 9.00
- ★ Treetop Defense 3.50
- ★ Volcanic Dragon 7.50
- ★ Wicked Pact 3.00
- ★ Winds of Change 2.00
- ★ Wood Elves 2.00
- ☆ Wrath of God 9.50

PROMOTIONAL CARDS

- ★ Arena 7.50
- ★ Giant Badger 7.50
- ★ Mana Crypt 25.00
- ★ Nalathni Dragon 5.00
- ★ Sewers of Estark 5.00
- ★ Windseeker Centaur 5.00

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INQUEST price guide

BABYLON 5
PRECEDENCE PUBLISHING–1997

Full Set (446 cards)	$150.00
Starter Deck	$8.95
Starter Box (12 decks)	100.00
Booster Pack	2.00
Booster Box	45.00
Commons	.25
Uncommons	1.00

As It Was Meant To Be	R	4.50
Babylon 5 Unrest	R	4.00
Bester	R	10.00
Bio-Weapon Discovery	R	4.50
Blessings	Pr	5.00
Blockade	R	3.50
Bombing Run	Pr	3.00
Captain Pierce	Pr	10.00
Carpe Diem	R	4.00
Casualty Reports	R	3.50
Competing Interests	R	3.50
Conflicting Desires	R	3.50
Conflicting Loyalties	R	4.00
Consolidated Position	R	3.50
Contact First Ones	Pr	6.00
Counterintelligence	R	4.00
Covert Allies	R	4.00
Crusade	R	4.50
Cultural Connections	Pr	3.00
Damage Control Team	R	4.00
Delenn Transformed	R	7.50
Demonstrative Victory	R	3.50
Despair	R	3.50
Destined to Be	Pr	20.00
Destroy the Opposition	Pr	10.00
Diplomatic Advantage	R	3.50
Disaffected (all affiliations)	R	4.00 ea.
Disgrace	R	3.50
Doctor Franklin	Pr	10.00
Elric	R	5.00
Emperor Turhan	R	6.50
Fleet Of The Line	R	6.00
Forced Commitment	R	4.00
Forced Evolution	R	5.00
Forced Impairment	R	4.00
Forces Collide	R	4.00
Free The Souls	R	3.50
Glory	R	3.50
Government Opposition	R	4.00
Great Machine, The	R	4.50
Grey Council Fleet	R	5.50
G'Sten	R	6.00
Harvest Souls	R	3.50
Heavy Fleet	R	4.00
Immortality Serum	R	3.50
Imperial Telepaths	R	4.50
Inevitable Destiny	R	3.50
It Will Be His Undoing	R	3.50
Jason Ironheart	R	7.00
Jha'Dur	R	5.00
John Sheridan	R	10.00
Kosh Naranek	R	7.50
Lack of Direction	Pr	15.00
Left Vulnerable	R	3.50
Louis Santiago	R	7.50
Maintain The Peace	R	4.00
Marcus Cole	R	7.00
Markab Fleet	R	4.00
Martyr	R	4.00
Minister Malachi	R	6.00
Monitored Deal	Pr	3.00
Morden	R	7.00
Motivated Leaders	R	4.00
Negotiated Surrender	R	4.00
No Escape	R	4.00
Non-Alligned Support	R	3.00
Not Meant To Be	R	4.00
Observers	R	4.00
Order Above All	R	4.50
Parliament Of Dreams	R	3.50
Paying For Sins	R	3.50
Power Posturing	R	3.50
Prolonged Talks	R	4.00
Protests	R	3.50
Public Apology	R	3.50
Racial Hatred	R	3.50
Rally The People	R	3.50
Ramming	R	4.00
Rangers Surveillance	R	4.00
Rathenn	R	5.50
Recalled To Service	R	4.00
Reverse Advances	R	3.50
Rogue Soul Hunter	R	4.50
Salvage Yard	R	4.00
Secondary Control	R	3.50
Secret Strike	R	4.00
Seizing the Advantage	R	4.00
Shakat	R	5.00
Skeletons In The Closet	R	4.00
Sleeping Z'ha'dum	R	5.50
Spin Doctors	R	3.50
Stealth Technology	R	4.50
The Eye	R	5.00
Thenta Makur	R	5.00
Third Battle Fleet (Centauri)	R	6.00
Total War	R	4.50
Tu'Pari	R	8.00
Vendetta	R	3.50
Vital Interests	R	3.50
Vorlon Enhancement	R	4.00
Vorlon Rescue	R	4.00
Vree Saucers	R	4.00
War Leader Shakiri	R	6.00
Warleader's Fleet	R	6.00
Warrior Caste	R	3.50
Witness Protection	R	3.50
Wounded	R	3.50

THE SHADOWS EXPANSION
PRECEDENCE PUBLISHING–1998

Full Set (203 cards)	•
Booster Pack (12 cards)	2.75
Commons	.15
Uncommons	1.00

A Final Statement	R	4.00
Additional Force	R	4.00
Ambassador Kosh	R	7.00
Annex Neutral World	R	4.00
Assassination Device	R	4.50
Attack Babylon 5	R	5.00
Calenn	R	5.00
Calling the Shots	R	4.00
Centauri Beta 1	R	4.00
Change of Direction	R	4.00
Consumed by Shadows	R	4.00
Coup de Grace	R	4.00
Covering Weaknesses	R	4.00
Damaged From Within	R	4.00
Dedicated Follower	R	4.00
Disciple of Light	R	4.50
Eliminate Threats	R	4.00
Emperor Cartagia	R	7.00
Entil'zha	R	7.00
Factional Inertia	R	4.00
Fast Learner	R	4.00
Followers of G'Quan	R	4.00
Forging Alliances	R	4.00
Freedom of Choice	R	4.00
Gather Rebels	R	4.00
Government Aid	R	4.00
Growing Skepticism	R	4.00
Healing Artifact	R	5.00
Heavy Resistance	R	4.00
Held Back	R	4.00
Heralds of the Grey	R	4.00
Hidden Corruption	R	4.00
Hollow Victory	R	4.00
In Chaos, Uncertainty	R	5.00
In the Spotlight	R	4.00
Information Overload	R	4.00
Knowledge, then Action	R	4.00
Lashing Out	R	4.00
Learn Their Weakness	R	5.00
Looking Ahead	R	4.00
Lord Mollari	R	7.00
Lost in Shadows	R	4.00
Managed Growth	R	4.00
Manifest Destiny	R	4.00
Mindwipe	R	4.50
Monks	R	4.50
Mr. Morden	R	10.00
Mysterious Protections	R	4.00
New Opportunities	R	4.00
New Priorities	R	5.00
Not Alone	R	4.50
Obstacles to Victory	R	4.00
Over the Brink	R	4.00
Peaceful Solutions	R	4.00
Permanent Wound	R	4.00
Political Pull	R	4.00
Preeminence	R	4.00
Presidential Coup	R	4.50
Prove Your Worth	R	4.00
Psionic Pacification	R	5.00
Puppeteer	R	4.50
Raising the Stakes	R	4.00
Ranger Operations	R	5.00
Recalled	R	4.00
Recover and Regroup	R	4.00
Refusal to Yield	R	4.00
Reluctant Allies	R	4.00
Sebastian	R	5.00
Senator Young	R	4.00
Shadow Medallion	R	4.50
Shadow Retribution	R	4.50
Sigma 957	R	7.00
Special Intelligence	R	4.00
Spread Unrest	R	4.00
Stagnation	R	4.00
Status Quo	R	4.00
Stim Addiction	R	4.00
Stolen Spoils	R	5.00
Stripped Bare	R	4.00
Sworn to Shadows	R	4.50
Taking Credit	R	4.00
Taralenn II	R	4.00
Telekenisis	R	4.00
The Lure of Shadow	R	4.50
The Vorlons Respond	R	4.00
The White Star	R	6.00
The Young Races Rise	R	4.00
To Stand Alone	R	4.00
To the Victor	R	4.00
Uncertain Futures	R	4.00
Undermine trust	R	4.00
Unheralded Losses	R	4.00
Unsung Hero	R	4.00
Va'Kal	R	4.00
Vorlon Space	R	4.00
Walkabout	R	5.00
When Duty Calls	R	4.00
William Morgan Clark	R	7.00
Z'ha'dum Awakened	R	7.00
Za'thras	R	4.50

DOOMTOWN
FIVE RINGS PUBLISHING–1998

Full Set (157 cards)	90.00
Starter Deck (60 cards)	9.00
Mixed Display (6 decks, 18 packs)	108.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	108.00
Commons	.25

A Price on His Head	R	3.00
Abandoned Mine	R	3.00
And Stay Down!	R	2.50
Arizona Jane	R	4.00
Black Jack	F	4.50
Bluff	R	3.00
Caught With Yer Pants Down	R	2.50
Cave-in	R	3.00
Christmas Day	R	2.50
Claims Office	R	3.00
Colorado Lode	R	3.00
Crack Shot	R	3.00
Dead Man's Hand	R	4.00
Deputy John Templeton	R	2.50
Don't Like Yer Looks!	R	3.00
Dragon's Nest Strike	R	3.00
Drawing a Bead	R	2.50
Dust Devil	R	2.50
Dynamite Luancher	R	3.00
Earthquake	R	3.00
Eddie Bellows	R	3.00
Erik Zarkov	R	3.00
Extortion	R	2.50
Fineas von Landingham	R	2.50
Founder's Day	R	2.50
Framed	R	3.00
Fu Leng's Laundry & Tailoring	R	2.50
Full Moon	R	2.50
Gatling Pistol	R	2.50
Getting' Outta Hand	R	2.50
Git!	R	2.50
Golden Mare Hotel	R	2.50
Grave Robbin'	R	2.50
Graveyeard	R	2.50
Gremlins	R	3.00
Hangin' Judge Gabriel	R	5.00
Headsman's Axe	R	2.50
Hell's Fury	R	2.50
Hideout	R	2.50
Humphrey Walters	R	2.50
J.P. Coleman	F	4.00
Jail	R	2.50
LAD Saloon	R	2.50
Lady Luck	R	3.00
Lilith Vandekamp	R	2.50
Lynch Mob	R	5.00
Meredeith Singleton	R	2.50
Miner's Union House	R	3.00
Nash Bilton	R	3.00
Nasty Doc's	R	3.00
Nate Hunter	R	3.00
Nice Boots, Chief	R	3.00
Oswald Hardinger	F	4.00
Out of Ammo	R	3.00
Pannin' for Gold	R	3.00
Perry's Pawnshop	R	3.00
Pharmacy	R	2.50
Rachel Sumner	R	3.00
Ray Gun	R	5.00
Rock Ridge Mine	R	3.00
Rocket Pack	R	4.00
Scalpin'	R	2.50
Scrapyard	R	3.00
Shortcut	R	2.50
Snake Eyes	R	5.00
Spike Dougan	R	3.00
St. Martin's Chapel	R	2.50
Still	R	2.50
The 1st Bank of Gomorra	R	2.50
The Blackjacks	F	3.00
The Collegium	F	3.00
The Courthouse	R	2.50
The Golden Crack	R	3.00
The Joker	R	8.00
The Law Dogs	F	3.00
The Sabbath	R	2.50
The Tree	R	4.00
Town Hall	R	3.00
Vampire Dance Hall Girl	R	3.00
Yellow Belly	R	3.00
Yer all Chicken!	R	2.50

EPISODE THREE EXPANSION
FIVE RINGS PUBLISHING–1998

Full Set (52 cards)	25.00
Booster Pack (15 cards)	3.00
Starter Deck (60 cards)	9.00
Unlisted Commons	.25

Ambush	R	2.50
Austin Stoker	R	3.00
Big Jake	R	3.50
Dr. Reginald Branson	R	3.00
Ezzie	R	4.00
Flamethrower	R	2.50
Gerald Klippstein	R	3.50
Get on your Feet!	R	2.50
Government Audit	R	2.50
Holy Wheel Gun	R	2.50
Howard Findley	F	4.50
Ignacio's Excotics	R	2.50
Jim MacNeil	R	3.50
Judge Henry Warwick	R	5.00
One Eyed Ike's Locker	R	2.50
Overtime	R	2.50
Pinned Down	R	2.50
Red Hill Hotel	R	2.50
Refuse to Fall	R	2.50
Rooftop Sniper	R	2.50
Scooter's Lift Winch	R	2.50
Smiley's Shaft	R	2.50
Sweetrock Mining Co.	F	4.00
The Fair Comes To Town	R	2.50
The Good Doctor	R	3.00
The Temperance Army	R	2.50
The Twitch	R	3.00
Tom O'Reilly	R	3.50

STAR TREK: THE NEXT GENERATION UNLIMITED
DECIPHER–1994

Full Set (363 cards)	250.00
Starter Deck (60 cards)	8.00
Starter Box (12 decks)	80.00
Booster Pack (15 cards)	2.95
Booster Box (36 packs)	80.00
Unlisted Common cards	.15
Unlisted Common Personnel cards	.50
Unlisted Uncommons	.75

Cards are white-bordered.

Albert Einstein	R	5.00
Alidar Jarok	R	4.00
Alien Groupie	R	3.00
Alyanna Nechayev	R	4.00
Ancient Computer	R	3.00
Anti-Time Anomaly	R	3.50
Armus–Skin of Evil	R	5.00
Avert Disaster	R	2.75
B'Etor	R	7.00
Barclay's Protoplasmic Disease	R	4.00
Betazoid Gift Box	R	5.50
Beverly Crusher	R	13.00
Borg Ship	R	9.00
Bynars Weapon Enhancement	R	4.50
Crosis	R	5.50
Crystalline Entity	R	4.50
Cultural Observation	R	3.50
Cytherians	R	4.50
Data	R	25.00
Deanna Troi	R	12.00
Devil, The	R	4.00
Devoras	R	5.00
Dr. La Forge	R	4.50
Dr. Leah Brahms	R	4.00
Duras	R	5.00
Evaluate Terraforming	R	3.00
Explore Black Cluster	R	2.50
Explore Dyson Sphere	R	3.00
Explore Typhone Expanse	R	3.00
Extraction	R	2.50
Geordi La Forge	R	17.50
Goddess of Empathy	R	5.00
Gowron	R	7.50
Haakona	R	5.00
Honor Challenge	R	4.00
Horga'hn	R	7.00
Hugh	R	5.00
Hunt for DNA Program	R	3.00
I.K.C. Bortas	R	6.50
I.K.C. Buruk	R	5.00
I.K.C. Hegh'ta	R	5.00
I.K.C. Pagh	R	5.00
I.K.C. Qu'Vat	R	5.50
Iconia Investigation	R	3.00
Interphase Generator	R	6.00
Investigate Alien Probe	R	3.00
Investigate Disappearance	R	3.00
Investigate Disturbance	R	3.00
Investigate Massacre	R	2.50
Investigate Raid	R	3.00
Investigate Rogue Comet	R	3.00
Investigate "Shattered Space"	R	3.00
Investigate Sighting	R	2.50
Investigate Time Continuum	R	3.00
Jaglon Shrek–Info Broker	R	3.50
Jean-Luc Picard	R	28.00
Kahless	R	4.00
Kargan	R	4.00
K'Ehleyr	R	4.00
Kevin Uxbridge	U	1.00
Khazara	R	5.50
Khitomer Research	R	3.00
Kivas Fajo–Collector	U	1.00
Klingon Death Yell	R	4.00
Ktarian Game	R	3.00
Kurak	R	5.00
Kurlan Naikos	R	5.00
Kurn	R	5.00
Leah Brahms	R	4.00
Lore Returns	R	5.00
Lore's Fingernail	R	4.50
Lursa	R	5.00
Lwaxanna Troi	R	7.00
Medical Relief	R	3.00
Mendak	R	4.00
Morgan Bateson	R	3.00
Nagilum	R	4.00
Neela Daren	R	4.00
New Contact	R	3.00
Pegasus Search	R	3.00
Pi	R	4.00
Q	R	8.00
Reginald Barclay	R	5.00
Richard Galen	R	4.00
Ro Laren	R	5.00
Roga Danar	R	6.00
Sarek	R	5.00
Sarjenka	R	3.00
Sarthong Plunder	R	3.00
Satelk	R	4.00
Seek Life-form	R	4.00
Sela	R	7.50
Shelby	R	4.50
Sir Isaac Newton	R	5.00
Study "Hole in Space"	R	3.00
Study Lonka Pulsar	R	3.00
Study Nebula	R	3.00
Supernova	R	5.00
Survey Mission	R	3.00
Tam Elbrun	R	5.00
Tasha Yar	R	11.50
Temporal Causality Loop	R	4.00
Thomas Riker	R	13.00
Thought Maker	R	6.50
Time Travel Pod	R	6.50
Tomalak	R	4.00
Toreth	R	5.00

key: WENT UP | WENT DOWN | HEAVILY TRADED

Tox Uthat ..... R...7.00
Tsiolkovsky Infection ..... R...3.00
U.S.S. Brittain ..... R...6.00
U.S.S. Enterprise ..... R 22.50
U.S.S. Hood ..... R...7.00
U.S.S. Phoenix ..... R...6.00
U.S.S. Yamato ..... R...7.00
Varon-T Disruption ..... R...6.00
Vash ..... R...4.00
Vulcan Stone of Gol ..... R...6.00
Warp Core Breach ..... R...4.00
Wesley Crusher ..... R 12.50
William T. Riker ..... R 21.00
Wind Dancer ..... R...3.00
Worf ..... R 19.00
Wormhole Negotiations ..... R...3.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER--1995

Full Set (363 cards) 650.00
Starter Deck (60 cards) 15.00
Starter Box (12 decks) 135.00
Booster Pack (15 cards) 6.00
Booster Box (36 packs) 175.00
Cards are black-bordered.
Single cards are worth 30% to 40% more than unlimited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER--1995

Full Set (122 cards, not including "Future Enterprise") 135.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 80.00
Unlisted Common cards ..... .10
Unlisted Common Personnel cards ..... .25
Unlisted Uncommon cards ..... .75
Unlisted Rare cards 3.00

Berlingoff Rasmussen ..... R...4.00
Beverly Picard ..... R...7.00
Brute Force ..... R...3.50
Commander Tomalak ..... R...4.50
Cryosatellite ..... R...4.50
Data's Head ..... R...6.00
Devidian Doorway ..... R...4.00
FGC-47 Research ..... R...4.00
Future Enterprise ..... UR 77.00
Gomtuu ..... R...4.50
Governor Worf ..... R 11.00
Ian Andrew Troi ..... R...4.50
Iconian Gateway ..... R...5.00
Major Rakal ..... R...5.50
Ophidian Cane ..... R...4.50
Reunion ..... R...4.00
Samuel Clemens' Pocketwatch ..... R...5.00
Tasha Yar-Alternate ..... R...8.00
U.S.S. Enterprise-C ..... R 5.00

Q CONTINUUM EXPANSION

DECIPHER--1996

Full Set (121 cards) 100.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 85.00
Common Cards ..... .15
Uncommon Cards ..... .75
Unlisted Rare Cards 4.50

Arbiter of Succession ..... R...5.00
Blade of Tkon ..... R...6.00
Canar ..... R...5.50
Data's Body ..... R...3.50
Galen ..... R...7.50
IKC Mabt-R'a ..... R...5.00
Juliana Tainer ..... R...6.00
Katherine Pulaski ..... R...7.00
Klingon Civil War ..... R...4.50
Lal ..... R...8.00
Madam Guinan ..... R...9.50
Manheim's Dimensional Door ..... R...5.00
Mona Lisa ..... R...5.50
Mortal Q ..... R...8.00
Mr. Homn ..... R...5.00
Nick Locarno ..... R...5.00
Sheliak, The ..... R...6.00
USS Stargazer ..... R...8.00
Yuta ..... R...5.00

FIRST CONTACT EXPANSION

DECIPHER--1997

Full Set (130 cards) 150.00
Booster Pack (9 cards) 2.50
Booster Box (30 packs) 65.00
Common Cards ..... .15
Unlisted Uncommon Cards ..... .75

Abandon Mission ..... R...4.00
Adapt: Modulate Shields ..... U...1.00
Admiral Hayes ..... R...4.50
Alas, Poor Queen ..... R...4.00
Alyssa Ogawa ..... R...5.00
Android Headlock ..... R...4.00
Antique Machine Gun ..... R...4.50
Assimilate Counterpart ..... U...1.00
Assimilate Homeworld ..... R...4.00
Assimilate Starship ..... U...1.00
Assimilate This! ..... R 4.00
Assimilation Table ..... U...1.00
Assimilation Tubules ..... U...1.00
Balancing Act ..... U...1.00
Beverly Crusher ..... R...9.00
Blended ..... U...1.00
Borg Cube ..... U...1.00
Borg Kiss ..... R...4.00
Borg Neuroprocessor ..... R...4.00
Borg Queen ..... R 15.00
Borg Servo ..... U...1.00
Build Interplexing Beacon ..... R...3.50
Data ..... R 15.00
Dead End ..... U...1.00
Deanna Troi ..... R...9.50
Don't Call Me Ahab ..... U...1.00
Eliminate Starship ..... U...1.00
Espionage Mission ..... R...4.00
Fractal Encryption Code ..... U...1.00
Geordi La Forge ..... R 12.00
Hawk ..... U...1.00
He Will Make An Excellent Drone U 1.00
I'm a Doctor, Not a Doorstop ..... U...1.00
Intermix Ratio ..... U...1.00
Jean-Luc Picard ..... R 16.50
Kathleen Tonell ..... U...1.00
Launch Portal ..... U...1.00
Lily Sloane ..... R...5.00
Magic Carpet Ride OCD ..... R...4.50
Mirror Image ..... U...1.00
Montanna Missile Complex ..... R...4.50
My First Raygun ..... R...4.00
Ocular Implants ..... R...4.50
Ooby Dooby ..... R...4.00
Patrol Neutral Zone ..... U...1.00
Paul Porter ..... R...5.00
Phoenix ..... R...6.00
Prepare Assault Teams ..... U...1.00
Primitive Culture ..... R...4.00
Queen's Borg Cube ..... R 11.00
Queen's Borg Sphere ..... R...9.50
Ready Room Door ..... U...1.00
Regenerate ..... R...4.50
Reginald Barcley ..... R...4.50
Remodulation ..... U...1.00
Retask ..... R...4.50
Salvage Starship ..... R...4.00
Scorched Hand ..... U...1.00
Scout Encounter ..... R...4.00
Sense the Borg ..... U...1.00
Sevek ..... U...1.00
Shipwreck ..... R...4.00
Solkar ..... R...4.50
Starfleet Type III Phaser Rifle ..... U...1.00
Stop First Contact ..... R...4.00
Strict Dress Code ..... R...4.00
T'Shonra ..... U...1.00
Temporal Vortex ..... U...1.00
Temporal Wake ..... R...4.00
Theta-Radiation Poisoning ..... R...4.50
Thomas McClure ..... U...1.00
Three-Dimensional Thinking ..... R...4.00
Tommygun ..... U...1.00
USS Bozeman ..... U...1.00
USS Enterprise-E ..... R 18.00
Undetected Beam-In ..... R...4.00
Visit Cochrane Memorial ..... R...4.00
Vulcan Lander ..... U...1.00
Wall of Ships ..... R...4.50
Weak Spot ..... R...4.00
William T. Riker ..... R 13.00
Worf ..... R 11.00
Zefram Cochrane ..... R...7.00
Zefram Cochrane's Telescope ..... R...5.00

THE FAJO COLLECTION

DECIPHER--1998

Full Set (18 cards) 150.00

Black Hole ..... R 10.00
Dixon Hill's Business Card ..... R...8.50
DNA Metamorphosis ..... R...7.00
Dr. Soong ..... R 15.00
Guinan ..... R 15.00
I.K.C. Chang ..... R...9.00
Kivas Fajo ..... R 11.00
Locutus of Borg ..... R 25.00
Lore ..... R 22.00
Miles O'Brien ..... R 12.00
1962 Roger Maris Baseball Card ..... R 8.00
Persistence of Memory ..... R...8.50
Picard's Artificial Heart ..... R...8.50
Qapla'! ..... R...8.00
Sisters of Duras ..... R 13.00
Spot ..... R 10.00
Taliera ..... R...9.00
U.S.S. Pasteur ..... R 12.00

STAR WARS LIMITED EDITION

DECIPHER--1995

Full Set (324 cards) 370.00
Starter Deck (60 cards) 11.00
Starter Deck Box (10 decks) 115.00
Booster Pack (15 cards) 5.00
Booster Box (36 packs) 145.00
Unlisted Commons ..... .10

Cards are black-bordered.

A Disturbance in the Force ..... U...1.00
Admiral Motti ..... R...4.00
Affect Mind ..... R...4.50
Alderaan (dark side) ..... R...2.50
Alderaan (light side) ..... U...1.25
Alter ..... U...1.00
Assault Rifle ..... R...3.50
A Tremor in the Force ..... U...1.00
Bantha ..... U....50
Beggar ..... R...5.50
Beru Lars ..... U....50
Beru Stew ..... U....50
Biggs Darklighter ..... R...4.50
Black 2 ..... R...9.00
Black 3 ..... U...1.00
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BoShek ..... U...1.50
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Cantina Brawl ..... R...5.00
Charming to the Last ..... R...3.00
Chief Bast ..... U...1.00
Circle is Now Complete ..... R...6.00
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Corellian Corvette ..... U...2.00
Crash Site Memorial ..... U...1.00
Dantooine ..... U...1.00
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Dark Jedi Lightsaber ..... U...1.00
Dark Jedi Presence ..... R...6.00
Darth Vader ..... R 52.00
Dathcha ..... U...1.00
Death Star: Lvl 4 Mil.Corr. ..... U...1.00
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Death Star Sentry ..... U...1.00
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Devastator ..... R 16.00
Dice Ibegon ..... R...3.00
Disarmed (dark side) ..... R...5.00
Disarmed (light side) ..... R...4.50
Djas Puhr ..... R...3.50
Don't Get Cocky ..... R...5.00
Dr. Evazan ..... R...3.00
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DS-61-3 ..... R 10.00
Dutch ..... R...8.00
EG-6 ..... U....75
Elis Helrot ..... U....50
Emergency Deployment ..... U...1.00
Empire's Back, The ..... U...1.00
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Eyes in the Dark ..... U...1.00
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Figrin D'an ..... U....50
5D6-RA-7 ..... R...4.50
Force is Strong With this One ..... R...3.50
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General Dodonna ..... U...1.00
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Gift of the Mentor ..... R...6.50
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Grand Moff Tarkin ..... R 22.00
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Hydroponics Station ..... U....50
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Jawa Siesta ..... U...1.00
Jedi Lightsaber ..... U...1.50
Jedi Presence ..... R...5.50
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Kessel (dark) ..... U...2.00
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K'lor'slug ..... R...4.50
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Moment of Triumph ..... R...2.00
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Tatooine: Cantina (light side) R 2.50
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TIE Advanced x1 ..... U....50
Tonnika Sisters ..... R...8.00
Traffic Control ..... U....50
Trinto Duaba ..... U...1.00
Trooper Charge ..... U....50
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Vader's Eye ..... R...6.00
Vader's Lightsaber ..... R 12.50
Warrior's Courage ..... R...2.50
We're All Gonna ...Thinner! ..... R...5.00
WED-9-M1 Bantha Droid ..... R...2.00
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Yavin 4: Jungle (dark side) ..... U....50
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Yerka Mig ..... U...1.00
Your Eyes Can Deceive You ..... U...1.00
Your Powers...Old Man ..... R...5.00

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Full Set (330 cards) 250.00
Starter Dual Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
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Cards are white-bordered.
Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION

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Unlisted Commons ..... .10

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price guide

IQ price guide

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R3-T6	R	5.00
Red 2	R	7.50
Red 5	R	12.50
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Sniper	U	1.00
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Tech Mo'r	U	.75
There'll be Hell to Pay	U	.75
They're on Dantooine	R	5.00
This is Some Rescue!	U	1.00
TIE Assault Squadron	U	1.00
Tiree	U	1.00
Tractor Beam	U	1.00
Trooper Davin Felth	R	3.00
Tzizvvt	R	2.50
U-3PO	R	6.00
Undercover (dark)	U	.75
Undercover (light)	U	.75
URoRRuR'R'R	U	.75
URoRRuR'R'R's Hunting Rifle	U	.75
Victory Class Star Destroyer	U	1.50
WED15-17 'Septoid' Droid	U	.75
Wedge Antilles	R	16.00
What're You ... On Us?	U	.75
Wookie Roar	R	5.00
Y-wing Assault Squadron	U	1.00
Yavin 4: Briefing Room	U	1.00
Yavin 4: Massassi Ruins	U	1.00
You're All Clear Kid!	R	4.50

HOTH EXPANSION

DECIPHER– 1996

Full Set (162 cards)		200.00
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Booster Box (36 packs)		95.00
Unlisted Common cards		.10
Unlisted Uncommon cards		.75
Admiral Ozzel	R	8.00
Anakin's Lightsaber	R	12.00
Artillery Remote	R	2.50
AT-AT Cannon	U	1.00
Atgar Laser Cannon	U	2.00
Bacta Tank	R	4.00
Blizzard 1	R	10.00
Blizzard 2	R	6.00
Blizzard Scout 1	R	9.00
Blizzard Walker	U	1.00
Captain Piett	R	4.50
Collapsing Corridor	R	3.00
Commander Luke Skywalker	R	28.00
Concussion Grenade	R	6.00
Dack Ralter	R	3.00
Death Mark	R	4.00
Death Squadron	U	1.00
Debris Zone	R	3.00
Disarming Creature	R	7.00
Dual Laser Cannon	U	2.00
Echo Base Operations	R	4.50
Frozen Dinner	R	7.00
Furry Fury	R	3.00
General Carlist Rieekan	R	4.00
General Veers	R	10.00
Golan Laser Battery	U	2.00
High Anxiety	R	5.50
Hoth: Echo Corridor (dark side)	U	1.00
Hoth: Echo Corridor (light side)	C	.15
Hoth: Wampa Cave	R	3.50
I Thought They Smelled Bad	R	5.00
Image of the Dark Lord	R	3.00
K-3PO	R	6.50
Lightsaber Deficiency	U	2.00
Major Bren Derlin	R	4.00
Meteor Impact?	R	5.50
Mournful Roar	R	5.50
Ord Mantell (dark side)	C	.15
Ord Mantell (light side)	U	1.00
Planet Defender Ion Cannon	R	4.50
R-3PO	R	5.00
Responsibility of Command	R	5.00
Rogue 1	R	10.00
Rogue 2	R	5.00
Rogue 3	R	9.00
Rug Hug	R	5.50
Scruffy-Looking Nerf Herder	R	3.00
Snowspeeder	U	2.00
Stalker	R	14.00
Surface Defense Cannon	R	2.50
Tactical Support	R	3.00
Target The Main Generator	R	4.50
The First Transport Is Away!	R	6.00
This Is Just Wrong	R	5.00
Trample	R	5.50
Tyrant	R	15.00
Wampa	R	4.00
Weapon Malfunction	R	7.00
Wes Janson	R	3.00
Who's Scruffy-Looking	R	5.00
Yaggle Gakkle	R	3.00
You Have Failed Me...	R	5.50
You Will Go to Dagobah...	R	5.50
Zev Senesca	R	3.50

DAGOBAH EXPANSION

DECIPHER– 1996

Full Set (180 cards)		210.00
Booster Pack (9 cards)		2.50
Booster Box (60 packs)		115.00
Common cards		.10
Unlisted Uncommon Cards		.50
A Jedi's Strength	U	.50
Anoat (dark side)	U	.50
Anoat (light side)	U	.50
Asteroids Do Not Concern Me	R	4.00
At Peace	R	3.50
Avenger	R	13.00
Away Put Your Weapon	U	.50
Bad Feeling Have I	R	3.00
Big One (dark side)	U	.50
Big One (light side)	U	.50
Bombing Run	R	3.50
Bossk	R	8.00
Bossk's Mortar Gun	R	4.00
Broken Concentration	R	3.00
Captain Needa	R	6.50
Closer?!	U	.50
Commander Brandei	U	1.00
Commander Gherant	U	1.00
Commander Nemet	U	1.00
Control (dark side)	U	.50
Control (light side)	U	.50
Corporal Derdram	U	1.00
Corporal Vandolay	U	1.00
Corrosive Damage	R	3.00
Dagobah	U	.50
Dagobah: Bog Clearing	R	4.00
Dagobah: Cave	R	4.50
Dagobah: Yoda's Hut	R	6.50
Dengar	R	8.50
Dengar's Blaster Carbine	R	4.00
Descent Into The Dark	R	2.50
Dragonsnake	R	2.50
Effective Repairs	R	2.50
Egregious Pilot Error	R	2.50
Executor	R	25.00
Executor: Holotheatre	R	4.00
Executor: Meditation Chamber	R	5.00
Failure at the Cave	R	3.00
Field Promotion	R	2.50
Flagship	R	2.00
4-LOM	R	6.00
4-LOM's Concussion Rifle	R	4.00
Frustration	R	3.00
Han's Toolkit	R	4.00
Hiding In the Garbage	R	4.00
Hound's Tooth	R	8.00
I Have a Bad Feeling...This	R	3.00
I Want That Ship	R	4.00
IG-2000	R	7.00
IG-88	R	11.50
IG-88's Neural Inhibitor	R	5.00
IG-88's Pulse Cannon	R	4.00
It Is the Future You See	R	4.00
Jedi Levitation	R	3.50
Landing Claw	R	5.00
Landa System?	R	2.50
Lieutenant Suba	R	4.00
Light Maneuvers	R	2.50
Location, Location, Location	R	3.00
Lost in Space	R	4.00
Luke's Backpack	R	4.50
Mist Hunter	R	6.50
Much Anger In Him	R	3.00
No Disintegrations	R	3.50
Obi-Wan's Apparition	R	4.00
Order to Engage	R	4.00
Polarized Negative Power Coupling	R	3.50
Punishing One	R	6.50
Raithal (light side)	U	3.00
Reflection	R	4.50
Report to Lord Vader	R	4.00
Res Luk Ra'auf	R	4.00
Rycar's Run	R	4.00
Size Matters Not	R	4.00
Smuggler's Blues	R	3.50
Son of Skywalker	R	26.00
Space Slug (Light Side)	R	3.00
Stone Pile	R	4.00
The Dark Path	R	4.00
The Professor	R	3.00
This Is More Like It	R	3.00
This Is No Cave	R	3.00
Through the Force...Will See	R	4.00
Tight Squeeze	R	3.50
2-1B	R	6.50
Unexpected Interruption	R	3.00
Visage of the Emperor	R	4.50
We Can...Outmaneuver Them	R	2.50
We Don't Need Their Scum	R	4.00
WHAAAAAAAAOOOOW!	R	4.00
What is Thy Bidding My Master?	R	4.50
Yoda	R	32.00
Yoda, You Seek Yoda	R	4.50
Yoda's Hope	R	1.00
You Do Have Your Moments	U	.50
Zuckuss	R	8.00
Zuckuss' Snare Rifle	R	4.00

CLOUD CITY EXPANSION

DECIPHER– 1997

Full Set (180 cards)		200.00
Booster Pack (9 cards)		2.50
Booster Box (60 packs)		125.00
Common cards		.10
Abyss	U	.75
Advantage	R	4.00
Aiiii! Aaa! Agggggggggg!	R	3.50
All My Urchins	R	3.50
All Too Easy	R	5.00
Ambush	R	3.50
Armed And Dangerous	U	.75
Artoo, Come Back At Once!	R	3.00
Atmospheric Assault	R	3.50
Beldon's Eye	R	3.50
Bespin (Dark)	U	.75
Bespin (Light)	U	.75
Bespin: Cloud City (Light)	U	.75
Bespin: Cloud City (Dark)	U	.75
Bionic Hand	R	5.00
Boba Fett	R	29.00
Boba Fett's Blaster Rifle	R	9.00
Brief Loss Of Control	R	3.00
Bright Hope	R	5.00
Captain Bewil	R	6.50
Captain Han Solo	R	25.00
Captive Fury	U	.75
Carbon-Freezing	U	.75
Carbonite Chamber Console	U	.75
Chasm	U	.75
Chief Retwin	R	5.00
Clash Of Sabers	U	.75
Cloud City Sabacc (Dark)	U	.75
Cloud City Sabacc (Light)	U	.75
Cloud City: Carbonite Chamber (Dark)	U	.75
Cloud City: Carbonite Chamber (Light)	U	.75
Cloud City: Dining Room	R	3.50
Cloud City: Guest Quarters	R	4.00
Cloud City: Lower Corridor (Dark or Light Side)	U	.75
Cloud City: Upper Plaza Corridor (Dark)	U	.75
Commander Desanne	U	.75
Courage Of A Skywalker	R	3.50
Crack Shot	U	.75
Cyborg Construct	U	.75
Dark Approach	R	3.50
Dark Deal	R	4.50
Despair	R	3.50
Desperate Reach	U	.75
Dismantle On Sight	R	3.50
Double Back	U	.75
E-3PO	R	5.00
End This Destructive Conflict	R	3.50
Epic Duel	R	7.50
Fall Of The Empire	U	.75
Fall Of The Legend	U	.75
Flight Escort	R	4.00
Focused Attack	R	4.50
Force Field	R	4.00
Forced Landing	R	3.50
Frozen Assets	R	3.50
Gambler's Luck	R	4.00
Glancing Blow	R	4.00
Haven	R	4.50
He's All Yours, Bounty Hunter	R	3.50
Heart Of The Chasm	U	.75
Hero Of A Thousand Devices	U	.75
Higher Ground	R	3.50
Hindsight	R	3.50
Hopping Mad	R	3.50
I Am Your Father	R	5.00
I Don't Need Their Scum, Either	R	3.50
I Had No Choice	R	3.50
Imperial Decree	U	.75
Imperial Trooper Guard Dainsom	U	.75
Impressive, Most Impressive	R	4.00
Innocent Scoundrel	U	.75
Interrogation Array	R	4.50
Into The Ventilation Shaft, Lefty	R	3.50
It's A Trap!	U	.75
Kebyc	U	.75
Lando Calrissian (Dark)	R	20.00
Lando Clarissian (Light)	R	20.00
Lando's Wrist Comlink	U	.75
Leia Of Alderaan	R	5.50
Levitation Attack	U	.75
Lieutenant Cecius	U	.75
Lieutenant Sheckil	R	4.00
Lobot	R	9.00
Luke's Blaster Pistol	R	6.50
Mandalorian Armor	R	5.50
Mostly Armless	R	4.50
NOOOOOOOOOOO!	R	3.50
Obsidian 7	R	6.00
Obsidian 8	R	6.00
Off The Edge	R	5.00
Old Pirates	R	3.00
Out Of Somewhere	U	.75
Point Man	R	3.50
Prepare The Chamber	U	.75
Princess Leia	R	24.00
Projective Telepathy	U	.75
Protector	R	3.50
Punch It!	R	5.00
Redemption	R	8.00
Release Your Anger	R	3.00
Rendezvous Point On Tatooine	R	3.00
Shattered Hope	U	.75
Shocking Information	R	.25
Slave I	R	15.00
Slip Sliding Away	R	3.00
Smoke Screen	R	5.00
Sonic Bombardment	U	.75
Surprise	R	3.50
Surreptitious Glance	R	4.00
Swing-And-A-Miss	U	.75
The Emperor's Prize	R	5.00
This Is Even Better	R	3.50
This Is Still Wrong	R	3.50
Treva Horme	U	.75
Trooper Jerrol Blendin	U	.75
Trooper Utris M'toc	U	.75
Ugloste	R	4.00
Uncontrollable Fury	R	5.00
Vader's Bounty	R	5.00
Vader's Cape	R	7.00
We'll Find Han	R	3.50
We're The Bait	R	4.00
Weapon Levitation	U	.75
Weapon Of An Ungrateful Son	U	.75
Weather Vane	U	.75
Why Didn't You Tell Me?	R	4.00
Wiorkettle	U	.75
Wookiee Strangle	R	4.00
You Are Beaten	U	.75

JABBA'S PALACE EXPANSION

DECIPHER– 1997

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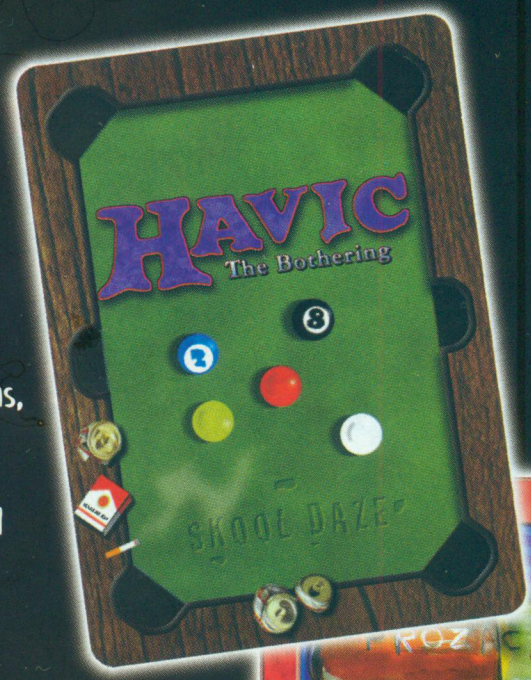
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INQUEST PLAYERS GUIDE HANDBOOK

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PLAYERS GUIDE

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with power ratings for every single card.

THIS MONTH:

MAGIC The Gathering®

SAMPLE LISTING

Keeper of Kookus SC C •• VS
: Protection from red until end of turn. 1/1.

Keldon Warlord SC U •• 2 L,U,R,4th,5th
* is the number of non-wall creatures in play on your side. */*.

•Kird Ape SC C ••••• AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.

Kobold Drill Sergeant SC U • 1 LG
Give all your Kobolds +0/+1 and trample. 1/2.

Kobold Overlord SC R • 1 LG
First strike. Give all your Kobolds first strike. 1/2.

Kobolds of Kher Keep SC C • 0 LG
0/1.

Kobold Taskmaster SC U • 1 LG
Give all your Kobolds +1/+0 1/2

Kird Ape is a common creature that has a five power rating and its casting cost is one red mana. It's available in *Arabian Nights* and Revised. Its power/toughness is 1/1 and it gains +1/+2 if you control any forests (monkeys like trees). Also, it's banned in the Extended tournament format. How do we know all that? Because our lord Yog Sothoth told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Yog had next to nothing to do with it. **Just so you know: restricted cards are limited to one per deck in tournaments. And banned cards, well, are a no-no for tournaments.**

SET ABBREVIATIONS

MAGIC The Gathering™

AI	*Alliances*
AQ	*Antiquities*
AN	*Arabian Nights*
B	Beta Limited
CH	*Chronicles*
DK	*The Dark*
FE	*Fallen Empires*
5th	Fifth Edition
4th	Fourth Edition
HL	*Homelands*
IA	*Ice Age*
L	Limited (Alpha & Beta)
LG	*Legends*
MG	*Mirage*
PR	Promo
R	Revised
SH	*Stronghold*
TM	*Tempest*
U	Unlimited
VS	*Visions*
WL	*Weatherlight*

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

••••• **Five Stars.** The best of the best. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments.

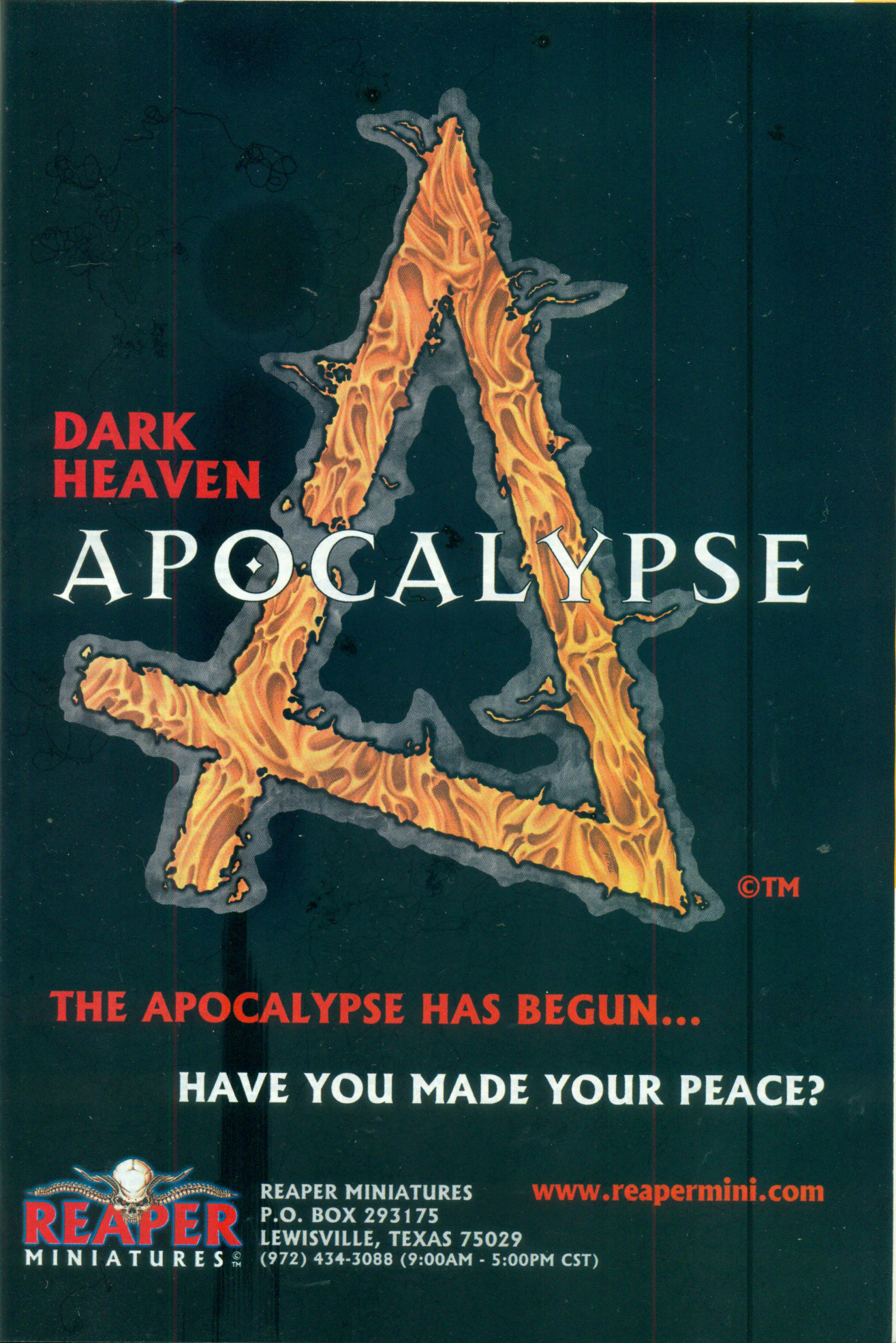
•••• **Four Stars.** Don't get us wrong...some cards can be great without being the best. There are a lot of useful cards that you don't want to use all the time. Necropotence is a great card, but it only works in a couple of types of decks.

••• **Three Stars.** Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks.

•• **Two Stars.** These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play.

• **One Star.** The cream of the crap, these are the cards that few people use if they have any goal of winning. Use these cards and you're begging to be nicknamed Eugene T. Dudley.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.


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MAGIC® The Gathering

players guide



CARD DESCRIPTION

A — Card Name.
B — Kind. Summon Djinn means ole Juzam is a creature of the genus "Djinn."
C — Description. The description of exactly what the card can do.
D — Flavor Text. A funny or informative quote.
E — Artist.
F — Casting Cost. Mr. Juzam costs two black and two generic mana to summon into play.
G — Expansion Symbol. This tells you what set the card belongs to; in this case, the scimitar means he's from the *Arabian Nights* set.
H — Power/Toughness. Only for creatures.

ARTIFACTS

Acidic Dagger ART R •• 4 MG
4, : Destroy a non-wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger.

Adarkar Sentinel AC U •• 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ••• 3 IA
1, : Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ••• 2 FE
2, , Sacrifice Aeolipile: Do 2 damage to any target.

Aesthir Glider AC C •• 3 AI
Flying. Cannot be assigned to block. 2/1.

Al-abara's Carpet ART R •• 5 LG
1, : Prevent all damage to you from attacking non-flying creatures.

Aladdin's Lamp ART U •• 10 AN,R,4th
X, : Instead of drawing a card, draw X cards but take only one into your hand. Shuffle the rest and put them at the bottom of your library.

Aladdin's Ring ART U •• 8 AN,R,4th,5th
8, : Do 4 damage to any target.

Alchor's Tomb ART R •• 4 LG
2, : Change the color of target permanent you control.

Altar of Dementia ART R •• 2 TM
Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

Amber Prison ART R ••• 4 MG
You may leave Prison tapped. 4, : Tap target artifact, creature or land. As long as Prison is tapped, target does not untap as normal.

Amulet of Kroog ART C •• 2 AQ,4th,5th
2, : Prevent 1 damage to any target.

• **Amulet of Quoz** ART R • 6 IA
1, : Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.

Amulet of Unmaking ART R ••• 5 MG
5, , Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Ankh of Mishra ART R •• 2 L,U,R,4th,5th
Whenever a player puts a land into play, Ankh deals 2 damage to him.

Anvil of Bogardan ART R ••• 2 VS
Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Apocalypse Chime ART R •• 2 HL
2, : All cards in play from the *Homelands* expansion are buried.

Arcum's Sleigh ART U •• 1 IA
2, : Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U • 2 IA
2, : Turn a snow-covered land into a non-snow-covered land. 2, : Turn a non-snow-covered land into a snow-covered land.

Arcum's Whistle ART U ••• 3 IA
3, : Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn.

Arena of the Ancients ART R •• 3 LG, CH
Tap all legends. Legends do not untap normally during untap phase.

Armageddon Clock ART U •• 6 AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C •• 3 AQ, CH,5th
0, Sacrifice one of your creatures in play: Add 2 to your mana pool.

Ashnod's Battle Gear ART U •• 2 AQ, 4th
2, : Target creature you control gets +2/-2. You may leave Gear tapped.

Ashnod's Cylix ART R ••• 2 AI
3, : Target player looks at the top three cards of his library and puts one of them on top of his library. Remove the remaining two from game.

Ashnod's Transmogrant ART C ••• 1 AQ, CH,5th
, Sacrifice: Turn non-artifact creature into an artifact creature with +1/+1.

Astrolabe ART C ••• 3 AI
1, , Sacrifice: Add two mana of any one color to your pool. Cantrip.

Balm of Restoration ART R • 2 FE
1, , Sacrifice: Gain 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ••• 1 IA,5th
1, , Sacrifice: Add one mana of any color to your mana pool. Cantrip.

Barl's Cage ART R ••• 4 DK, CH,5th
3: Target creature does not untap during its controller's next untap phase.

Basalt Golem AC U ••• 5 MG
Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a 0/2 artifact creature wall into play. 2/4.

Basalt Monolith ART U ••• 3 L,U,R
: Add 3 to your mana pool. Can only be untapped by spending 3.

Baton of Morale ART U ••• 2 IA
2: Give target creature banding until end of turn.

Battering Ram AC C •• 2 AQ,4th,5th
Bands when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1. Of course, no one plays with walls, right?

• **Black Lotus** ART R ••••• 0 L,U
, Sacrifice: Add 3 mana of any one color to your mana pool.

Black Mana Battery ART R ••• 4 LG,4th
2, : Put a counter on Black Mana Battery. : Add to your mana pool. Add an additional for each counter you remove.

• **Black Vise** ART U ••••• 1 L,U,R,4th
At the end of his upkeep, target opponent takes 1 damage for each card over four in his hand.

Blue Mana Battery ART R ••• 4 LG,4th
2, : Put a counter on Blue Mana Battery. : Add to your mana pool. Add an additional for each counter you remove.

Bone Flute ART U •• 3 DK
2, : Give all creatures -1/-0 until end of turn.

Bone Mask ART R •• 4 MG
2, : Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.

Booby Trap ART R ••• 6 TM
When Trap comes into play, name a card other than a basic land. When target opponent draws cards, he reveals them to all players. If any of those cards is the named card, sacrifice Trap and it deals 10 damage to that player.

Book of Rass ART R •• 6 DK, CH
2, Pay 2 life: Draw a card.

Bösium Strip ART R •••• 3 WL
3, : Until end of turn, if at any time the top card in your graveyard is an instant, interrupt, or sorcery card, you may play that card as though it were in your hand. If you do so, remove the card from the game.

Bottle Gnomes AC U •• 3 TM
Sacrifice Bottle Gnomes: Gain 3 life. 1/3.

Bottle of Suleiman ART R ••• 4 AN,R,4th,5th
1, , Sacrifice: Flip a coin. If opponent wins, you take 5 da-age. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.

Brass Man AC U •• 1 AN,R,4th
1: Untap Brass Man. Use this ability only during your upkeep. 1/3.

Brass-Talon Chimera AC U •• 4 VS
First strike. Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.

Bronze Horse AC R •• 7 LG, CH
Trample. If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.

• **Bronze Tablet** ART R •• 6 AQ,4th
4, : Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent owns Tablet. Opponent may counter Tablet by paying 10 life. Tablet enters play tapped.

Bubble Matrix ART R 3 WL
All damage dealt to creatures is reduced to 0.

Bullwhip ART U ••• 4 SH
2, : Do 1 damage to target creature. That creature attacks this turn if able.

• **Candelabra of Tawnos** ART R •••• 1 AQ
X, : Untap X separate lands.

Celestial Prism ART U •• 3 L,U,R,4th
2, : Add 1 mana of any color to your mana pool.

Celestial Sword ART R •• 6 IA
3, : Give a creature you control +3/+3. Bury creature at end of turn.

• **Chaos Orb** ART R ••••• 2 L,U
1, : Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and any card it lands on or is touching are destroyed.

Charcoal Diamond ART U ••• 2 MG
Comes into play tapped. : Add to your mana pool.

Chariot of the Sun ART U •• 3 MG
2, : Target creature you control gains flying and has its toughness reduced to 1 until end of turn. Not to be confused with Chariot of Fire.

Chimeric Sphere ART U ••• 3 WL
2: Until end of turn, Sphere is a 2/1 artifact creature with flying.
2: Until end of turn, Sphere is a 3/2 artifact creature without flying.

City in a Bottle ART R •• 2 AN
All cards from *Arabian Nights* are buried. No *AN* cards can be played.

Clay Statue AC C ••• 4 AQ,4th,5th
2: Regenerates. 3/1.

Clockwork Avian AC R ••• 5 AQ,4th
Flying. Put four +1/+0 counters on Avian. At the end of any combat in which Avian attacks or blocks, remove a counter. X, : Add X counters to Avian (maximum four counters). Use only during upkeep. 0/4.

Clockwork Beast AC R ••• 6 L,U,R,4th,5th
Put seven +1/+0 counters on Beast. At the end of any combat in which Beast attacks or blocks, remove a counter. X, : Add X counters to Beast (maximum seven counters). Use only during upkeep. 0/4.

Clockwork Gnomes AC C •• 4 HL
3, : Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ••• 4 HL,5th
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. X, : Add X counters to Steed (maximum four counters). 0/3.

Clockwork Swarm AC C ••• 4 HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacked or blocked, remove one counter. X, : Add X counters to Swarm (maximum four counters). 0/3.

Coal Golem AC U • 5 DK
3, Sacrifice Golem: Add 3 3 3 to your mana pool. 3/3.

Coat of Arms ART R ••• 1 EX
Each creature gets +1/+1 for each other creature in play of the same creature type.

Coiled Tinviper AC C •• 3 TM
First strike. 2/1.

Cold Storage ART R •• 4 TM
3: Put target creature you control on Cold Storage. Sacrifice Cold Storage: Put all creatures on Cold Storage into play.

Colossus of Sardia AC R ••• 9 AQ,4th,5th
Trample. Does not untap. 9: Untap Colossus during your upkeep. 9/9.

Conch Horn ART R •• 2 FE
1, , Sacrifice Conch Horn: Draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U •• 4 L,U,R,4th
3, : Prevent up to 2 damage to you.

Copper Tablet ART U •• 2 L,U
Each player takes 1 damage during his upkeep.

Coral Helm ART R •• 3 AQ,4th,5th
3, Discard a card at random: Give target creature +2/+2 until end of turn.

Crown of the Ages ART R ••• 2 IA,5th
4, : Switch target enchantment from one creature to another. The enchantment's controller does not change. Treat enchantment as if just cast.

Crystal Golem AC U •• 4 MG
At the end of your turn Crystal Golem phases out. 3/3.

Crystal Rod ART U •• 1 L,U,R,4th,5th
1: Gain 1 life for any blue spell cast. Can only give 1 life per spell.

Cursed Rack ART U ••• 4 AQ,4th
Opponent must discard to four cards during discard phase.

Cursed Scroll ART R •••• 1 TM
3, : Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.

Cursed Totem ART R ••• 2 MG
Players cannot use any creature abilities requiring an activation cost.

Cyclopean Tomb ART R ••• 4 L,U
2, : Turn target land into a swamp. If Tomb leaves play, each turn one land transformed by Cyclopean Tomb (your choice) returns to normal.

Dancing Scimitar AC R ••• 4 AN,R,4th,5th
Flying. 1/5.

Dark Sphere ART U •• 0 DK
, Sacrifice Sphere: prevent half of the damage done to you by a single source, rounded down.

Delif's Cone ART U • 0 FE
, Sacrifice Cone: If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

Delif's Cube ART R • 1 FE
2, : If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate target creature.

Despotic Scepter ART R ••• 1 IA
: Bury target permanent you own. No really, that's what this card does.

Diabolic Machine AC U •• 7 DK,4th,5th
3: Regenerates. 4/4.

Diamond Kaleidoscope ART R •• 4 VS
3, : Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice a Prism token: Add one mana of any color to your mana pool.

Didgeridoo ART R •• 1 HL
3: Take a Minotaur from your hand and put it directly into play.

Dingus Egg ART R ••• 4 L,U,R,4th,5th
Whenever a land is destroyed, its controller takes 2 damage.

Dingus Staff ART U •• 4 WL
Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

Key
ART Artifact | AC Artifact Creature | CR Current Rarity
EA Enchant Artifact | EC Enchant Creature | EL Enchant Land
EN Enchantment | EW Enchant World | INS Instant
INT Interrupt | LL Legendary Land | MS Mana Source
SC Summon Creature | SL Summon Legend | SOR Sorcery

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Disrupting Scepter ART R ●●●● 3 L,U,R,4th,5th
3, : Opponent must discard 1 card of his choice. Play as a sorcery.
Draconian Cylix ART R ● 2 FE
2, , Discard a card at random: Regenerate target creature.
Dragon Engine AC C ●● 3 AQ,R,4th,5th
2: +1/+0 until end of turn. 1/3.
Dragon Mask ART U ●●● 3 VS
3, : Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to its owner's hand.
Ebony Horse ART R ●● 3 AN,R,4th
2, : Untap one of your attackers. Treat target as if it never attacked.
Ebony Rhino AC C ●● 7 HL
Trample. 4/5.
Echo Chamber ART R ●● 4 TM
4, : Opponent chooses a creature he controls. Put a token creature into play and treat it as a copy of that creature. Creature is unaffected by summoning sickness. At end of turn, remove token creature from game. Play as a sorcery.
Elixir of Vitality ART U ●●● 4 MG
Comes into play tapped. , Sacrifice: Gain 4 life. 3, , Sac: Gain 8 life.
Elkin Bottle ART R ●●● 3 IA,5th
3, : Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.
Elven Lyre ART R ● 2 FE
1, , Sacrifice Lyre: Target creature gets +2/+2 until end of turn.
Emerald Medallion ART R ●● 2 TM
Your green spells cost 1 less to play.
Emmessi Tome ART R ●●● 4 TM
4, : Draw two cards, then choose and discard a card.
Energizer AC R ●● 4 TM
2, : Put a +1/+1 counter on Energizer. 2/2.
Ersatz Gnomes AC U ●● 3 MG
: Target spell or permanent is colorless until end of turn. 1/1.
Ensnaring Bridge ART R ●●●● 3 SH
Each creature with power greater than the number of cards in your hand cannot attack.
Essence Bottle ART U ●● 2 TM
3, : Put an elixir counter on Essence Bottle. , Remove all elixir counters from Bottle: Gain 2 life for each elixir counter removed in this way.
Excavator ART U ●● 2 TM
, Sacrifice a basic land: Target creature gains that landwalk until end of turn.
Erratic Portal ART R ●●●● 4 EX
1, : Return target creature to owner's hand unless its controller pays 1.
• **Feldon's Cane** ART C ●●●● 1 AQ, CH,5th
, Remove Cane from game: Shuffle your graveyard into your library.
Fellwar Stone ART U ●●●● 2 DK,4th,5th
: Produce 1 mana of any color that opponent's lands may produce.
Feroz's Ban ART R ●●● 6 HL,5th
Summon spells cost an additional 2 to cast.
Fire Diamond ART U ●●● 2 MG
Comes into play tapped. : Add to your mana pool.
Floodwater Dam ART R ●● 3 AI
X X 1, : Tap X target lands.
Flowstone Sculpture AC R ●●● 6 TM
2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture. 4/4.
Flying Carpet ART R ●●● 4 AN,R,4th,5th
2, : Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.
Fool's Tome ART R ●●● 4 TM
2, : Draw a card. Use this ability only if you have no cards in your hand.
Forcefield ART R ●●●● 3 L,U
1: Target unblocked creature deals only 1 damage this turn.
Forethought Amulet ART R ●●● 5 LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.
Fountain of Youth ART C ●●●● 0 DK, CH,5th
2, : Gain 1 life.
Fyndhorn Bow ART U ●● 2 IA
3, : Give target creature first strike until end of turn.
Gauntlet of Might ART R ●●● 4 L,U
All mountains produce an extra . All red creatures gain +1/+1.
Gauntlets of Chaos ART R ●●● 5 LG, CH,5th
5, , Sacrifice Gauntlets: Take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.
Glasses of Urza ART U ●●● 1 L,U,R,4th,5th
: Look at opponent's hand. No, his cards!
Goblin Lyre ART R ● 3 IA
1, Sacrifice Lyre: Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures your opponent controls.
Golgothian Sylex ART R ● 4 AQ
1, : Bury all *Antiquities* cards. Wee hah!
Grapeshot Catapult AC C ●●● 4 AQ,4th,5th
: Do 1 damage to a target flying creature. 2/3.
Green Mana Battery ART R ●●● 4 LG,4th
2, : Put a counter on Green Mana Battery. : Add to your mana pool. Add for each counter you remove as well.
Grindstone ART R ●●● 1 TM
3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.
Grinning Totem ART R ●●●● 4 MG
2, , Sacrifice Totem: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.
Gustha's Scepter ART R ●● 0 AI
If you lose control of Scepter, put all cards under it into your graveyard. : Put any card from your hand face down under Scepter. You may look at that card at any time. : Return any card under Gustha's Scepter to your hand.
Heartstone ART U ●●● 3 SH
The cost of each creature ability requiring an activation cost is reduced by 1. This cannot reduce an ability's generic mana cost to less than 1.
Helm of Awakening ART U ●●● 2 VS
All spells cost 1 less to play.
Helm of Chatzuk ART R ●● 1 L,U,R,4th,5th
1, : Give target creature banding until end of turn.
Helm of Obedience ART R ●●●● 4 AI
X, : Put top card of opponent's library into his graveyard. Continue until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.

Helm of Possession ART R ●●● 4 TM
You may choose not to untap Helm of Possession during your untap phase.
2, : Sacrifice a creature: Gain control of target creature as long as you control of Helm of Possession and Helm of Possession remains tapped.
Hematite Talisman ART U ● 2 IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.
Hive, The ART R ●● 5 L,U,R,4th,5th
5, : Create a Giant Wasp token, a 1/1 flying artifact creature.
Horn of Deafening ART R ●●● 4 LG, CH
2, : Target creature deals no damage in combat this turn.
Horn of Greed ART R ●●● 3 SH
Whenever any player plays a land, that player draws a card.
Hornet Cannon ART U ●● 4 SH
3, : Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.
Horrible Hordes AC U ●● 3 MG
Rampage 1. 2/2. Beware the angry toaster.
Howling Mine ART R ●●●● 2 L,U,R,4th,5th
During each player's draw phase, that player draws an additional card.
Ice Cauldron ART R ●●● 4 IA
X, : Put a spell on Cauldron if there are no charge counters on it. Put X charge counters on Cauldron. You may cast that spell as though it were in your hand. : Remove the charge counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron. Blah, blah, blah, blah...
Icy Manipulator ART U ●●●●● 4 L,U, IA
1, : Tap target land, creature, or artifact.
Igneous Golem AC U ●● 5 MG
2: Trample until end of turn. 3/4.
Illusionary Mask ART R ●●● 2 L,U
X: Summon a creature face down. You may add X to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.
Implements of Sacrifice ART R ●●● 2 FE
1, : Sacrifice to add 2 mana of any one color to your mana pool.
Infinite Hourglass ART R ●● 4 IA,5th
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during any upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.
Iron-Heart Chimera AC U ●● 4 VS
Attacking does not cause Iron-Heart Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap. 2/2.
Iron Star ART U ●● 1 L,U,R,4th,5th
1: Gain 1 life for any red spell cast. Can only give 1 life per spell.

• **Jeweled Bird** ART R ●●● 1 AN, CH
: Exchange Bird for your ante (cards go to your graveyard). Draw a card.
Jinxed Idol ART R ●● 2 TM
During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Idol permanently.
Jinxed Ring ART R ●● 2 SH
Whenever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature: Target opponent gains control of Ring permanently.
Joven's Tools ART R ●● 6 HL,5th
4, : Target creature can only be blocked by walls until end of turn.
Juggernaut AC U ●●●● 4 L,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.
Juju Bubble ART U ●● 1 VS
CU: 1. If you play a card, bury Bubble. 2: Gain 1 life.
Knowledge Vault ART R ●●● 4 LG
2, : Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards under it.
Kormus Bell ART R ●● 4 L,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for .
Kry Shield ART U ●● 2 LG
2, : Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.
Lapis Lazuli Talisman ART U ● 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.
Lead-Belly Chimera AC U ●● 4 VS
Trample. Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and it gains trample permanently. 2/2.
Lead Golem AC U ●● 5 MG
If Golem attacks, it doesn't untap during your next untap phase. 3/5.
Library of Leng ART U ●●● 1 L,U,R,4th,5th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.
Life Chisel ART U ●●● 4 LG
Sacrifice a creature during upkeep to gain life equal to its toughness.
Life Matrix ART R ●●● 4 LG
4, : Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature: Regenerate the creature.
Lion's Eye Diamond ART R ●● 0 MG
Sacrifice Lion's Eye Diamond discard your hand: Add three mana of any one color to your mana pool. Like a Black Lotus, only, not.
Living Armor ART C ●●● 4 DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost
Living Wall AC U ●●● 4 L,U,R
Counts as a wall. 1: Regenerates. 0/6.

COMBOS UNGLED





Poultrygeist and Dregs of Sorrow: Welcome to Combos Unglued, where you get a sneak peek at WotC's new kooky *Magic* set and as many puns as we can come up with until we're all tapped out. Here's an *egg*xciting combo. It doesn't go *over easy*, but when it works it'll send your opponent's creatures *scrambling* for the graveyard while your *hend* size gets bigger. Of course if you roll a 1 you're cock-a-doodle-screwed.

Ivory Cup ART U ●● 1 L,U,R,4th,5th
1: Gain 1 life for any white spell cast. Can only give 1 life per spell.
• **Ivory Tower** ART U ●●●●● 1 AQ,R,4th
At beginning of your upkeep, gain 1 life for each card over four in your hand.
Jabari's Banner ART U ●●● 2 WL
1, : Target creature gains flanking until end of turn.
Jade Monolith ART R ●● 4 L,U,R,4th,5th
1: Redirect all damage from any creature to yourself.
Jade Statue ART U ●●●● 4 L,U
2: Statue becomes a 3/6 creature. Use only during an attack phase.
Jalum Tome ART R ●●● 3 AQ, CH,5th
2, : Draw a card and then discard a card of your choice.
Jandor's Ring ART R ●● 6 AN,R
2, : Discard a card you just drew, and draw another to replace it.
Jandor's Saddlebags ART R ●●● 2 AN,R,4th,5th
3, : Untap target creature.
Jangling Automaton AC C ● 3 WL
If Automaton attacks, untap all creatures defending player controls. 3/2.
Jayemdae Tome ART R ●●●● 4 L,U,R,4th,5th
4, : Draw a card.
Jester's Cap ART R ●●●● 4 IA,5th
2, : Sacrifice to look through target player's library and remove any three cards from the game.
Jester's Mask ART R ●●● 5 IA
Comes into play tapped. 1, : Sacrifice: Switch opponent's hand with the same number of cards of your choice from his library.
Jet Medallion ART R ●● 2 TM
Your black spells cost 1 less to play.
Jeweled Amulet ART U ●●● 0 IA
1, : Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. : Remove the charge counter to add 1 mana of the appropriate type to your mana pool.

Lodestone Bauble ART R ●●●● 0 AI
1, , Sacrifice: Put up to four basic lands from a player's graveyard on top of his library. That player draws a card at the beginning of the next turn.
Lotus Petal ART C ●●● 0 TM
, Sacrifice Lotus Petal: Add one mana of any color to your mana pool.
Magma Mine ART U ●● 1 VS
4: Put a counter on Magma Mine. , Sacrifice Magma Mine: For each counter on it, Mine deals 1 damage to target creature or player.
Magnetic Web ART R ●● 2 TM
If a creature with a magnet counter attacks, all creatures with magnet counters that attracker controls attack if able and all creatures with magnet counters that defender controls block that creature if able. 1, : Put a magnet counter on target creature.
Malachite Talisman ART U ● 2 IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.
• **Mana Crypt** ART R ●●●● 0 PR
: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.
Mana Matrix ART R ●● 6 LG
Pay 2 less to cast an instant, interrupt, or enchantment.
Mana Prism ART U ●●● 3 MG
: Add 1 to your pool. 1, : Add one mana of any color to your pool.
Mana Vault ART R ●●● 1 L,U,R,4th,5th
: Add 3 to your mana pool. 4: Untap Mana Vault. Use only during your upkeep. Does 1 damage to you if Vault is tapped at the end of your upkeep.
Mana Web ART R ●●● 3 WL
Whenever any land opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce.
Manakin AC C ●● 2 TM
: Add one colorless mana to your mana pool. 1/1.
Mangara's Tome ART R ●●● 5 MG
Search your library for five cards. Shuffle and put these cards face down under Tome. 2: Instead of drawing a card, add top card fro, Tome to your hand.

MAGIC The Gathering®

players guide

Marble Diamond ART U ●●● ② MG
Comes into play tapped. {T}: Add {W} to your mana pool.

Marble Priest AC U ● ⑤ LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3. Really! Who's gonna use walls?

Matopi Golem AC U ●● ⑤ VS
①: Regenerate and put a -1/-1 counter on Matopi Golem. 3/3.

Mox Diamond ART R ●●● 0 SH
When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond. {T}: Add one mana of any color to your mana pool.

Medicine Bag ART U ●●● ③ EX
①, {T}, Choose and discard a card: Regenerate target creature.

Meekstone ART R ●●● ① L,U,R,4th,5th
Creatures with power greater than 2 do not untap during untap phase.

Memory Crystal ART R ●●● ③ EX
All buyback costs are reduced by ②

Metallic Sliver AC C ●● ① TM
Metallic Sliver counts as a sliver. 1/1.

Mightstone ART U ●●● ④ AQ
All attacking creatures gain +1/+0.

Millstone ART U ●●● ② AQ,R,4th,5th
②, {T}: Take the top 2 cards from target player's library and place them in that player's graveyard.

Mind Stone ART C ●● ② WL
{T}: Add one colorless mana to your mana pool. ①, {T}, Sacrifice Mind Stone: Draw a card.

Mindless Automaton AC R ●●● ④ EX
Comes into play with two +1/+1 counters. 1, Discard a card: Put a +1/+1 counter on Automaton. Remove 2 +1/+1 counters from Automaton: Draw a card. 0/0.

• **Mirror Universe** ART R ●●●●● ⑥ LG
{T}: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped.

Misers' Cage ART R ●●● ③ MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misers' Cage deals 2 damage to him or her.

Mishra's Groundbreaker ART U ● ④ AI
{T}, Sacrifice: Target land becomes a 3/3 artifact creature.

Mishra's War Machine AC R ● ⑦ L,U,R,4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps and does 3 damage to you. 5/5.

Mogg Cannon ART U ●● ② TM
{T}: Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.

Moss Diamond ART U ●●● ② MG
Comes into play tapped. {T}: Add {G} to your mana pool.

• **Mox Emerald** ART R ●●●●● 0 L,U
{T}: Add {G} to your mana pool.

• **Mox Jet** ART R ●●●●● 0 L,U
{T}: Add {B} to your mana pool.

• **Mox Pearl** ART R ●●●●● 0 L,U
{T}: Add {W} to your mana pool.

• **Mox Ruby** ART R ●●●●● 0 L,U
{T}: Add {R} to your mana pool.

• **Mox Sapphire** ART R ●●●●● 0 L,U
{T}: Add {U} to your mana pool.

Mystic Compass ART U ●●● ② AI
①, {T}: Target mana-producing land becomes a basic land type of your choice until end of turn.

Nacre Talisman ART U ● ② IA
⑤: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.

Naked Singularity ART R ●● ⑤ IA
CU: ③. Instead of their normal mana, plains produce {R}, islands produce {G}, swamps produce {W}, mountains produce {U}, and forests produce {B}.

Necropolis AC U ●● ⑤ DK
Counts as a wall. {T}: Remove a creature in your graveyard from game. Put a +0/+X counter on Necropolis. X is the creature's cost. 0/1.

Nevinyrral's Disk ART R ●●●● ④ L,U,R,4th,5th
①, {T}: Destroy all non-land permanents. Comes into play tapped.

North Star ART R ● ④ LG
④, {T}: You may cast one spell this turn using mana of any color.

Nova Pentacle ART R ●●● ④ LG
③, {T}: Redirect all damage done to you by one source to target creature of opponent's choice. "No vo" means "no go" in Spanish.

Null Brooch ART R ●●●● ④ EX
②, {T}, Discard your hand: Counter target noncreature spell. Play this ability as an interrupt.

Null Rod ART R ●● ② WL
Players cannot play any artifact abilities requiring an activation cost.

Obelisk of Undoing ART R ●● ① AQ, CH,5th
⑥, {T}: Take one of your permanents in play back to your hand.

Obsianus Golem AC U ●●● ⑥ L,U,R,4th
4/6. We like to call him Larry.

Onulet AC U ●● ③ AQ,R,4th
If Onulet goes to any graveyard from play, its controller gains 2 life. 2/2.

Onyx Talisman ART U ● ② IA
③: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

Ornithopter AC U ●● 0 AQ,R,4th,5th
Flying. 0/2. Despite what Tom Slizewski thinks, this card still sucks.

Patagia Golem AC U ●● ④ MG
③: Flying until end of turn. 2/3.

Patchwork Gnomes AC U ●● ③ TM
Choose and discard a card: Regenerate Patchwork Gnomes. 2/1.

Paupers' Cage ART R ●● ③ MG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

Pearl Medallion ART R ●● ② TM
Your white spells cost ① less to play.

Pentagram of the Ages ART R ●●● ④ IA,5th
④, {T}: Prevent all damage done to you from one source.

Phyrexian Devourer AC R ● ⑥ AI
If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1.

Phyrexian Dreadnought AC R ●● ① MG
Trample. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12.

Phyrexian Furnace ART U ●● ① WL
{T}: Remove the bottom card of target player's graveyard from game. 1, Sacrifice: Remove a card in any graveyard from the game and draw a card.

Phyrexian Grimoire ART R ●●● ③ TM
④, {T}: Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.

Phyrexian Hulk AC U ●● ⑥ TM
5/4.

Phyrexian Marauder AC R ●● X VS
Comes into play with X +1/+1 counters on it. Marauder cannot block. Marauder cannot attack unless you pay ① for each counter on it. 0/0.

Phyrexian Portal ART R ●● ③ AI
③: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.

Phyrexian Spliver ART U ●●● ② TM
②, {T}: Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.

Phyrexian Vault ART U ●● ③ MG
②, {T}, Sacrifice a creature: Draw a card.

Ring of Renewal ART R ●●● ⑤ FE
⑤, {T}: Randomly discard a card from your hand to draw two cards.

Rocket Launcher ART U ●● ④ AQ,R
②: Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.

Rod of Ruin ART U ●●● ④ L,U,R,4th,5th
③, {T}: Do 1 damage to any target.

Roterothopter AC C ●● ① HL
Flying. ②: +1/+0 until the end of turn. You cannot spend more than ④ this way each turn. 0/2.

Ruby Medallion ART R ●● ② TM
Your red spells cost ① less to play.

Runed Arch ART R ●● ③ IA
Comes into play tapped. X, {T}: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.

Runesword ART C ●● ⑥ DK, CH
③, {T}: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if target leaves play before end of turn.

Sandals of Abdallah ART R ●● ④ AN
②, {T}: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.

Sand Golem AC U ●●● ⑤ MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.

Sands of Time ART R ●●● ④ VS
Each player skips his untap phase. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands and taps each of his untapped artifacts, creatures and lands. Sands of Time doesn't affect itself.

Sapphire Medallion ART R ●● ② TM
Your blue spells cost ① less to play.

Scalding Tongs ART R ●● ② TM
During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.

COMBOS UNGLED





Giant Fan and Unstable Mutation: Unstable Mutation gives your creature -1/-1 counters, but with the Giant Fan you can blow them on over to another one of your creatures. The minuses, maybe getting a little twisted in the breeze, turn into +1/+1 counters and your Unstable creature stays pretty darn stable. Hey...it's a combo that blows, but doesn't suck!

Phyrexian War Beast AC C ●●●● ③ AI
If War Beast leaves play, sacrifice a land and take 1 damage. 3/4.

Phyrexian Walker AC C ● 0 VS
0/3. Oof. Even worse than the Ornithopter!

Pit Trap ART U ●●● ② IA
②, {T}, Sacrifice Trap: Bury target non-flying creature that is attacking you.

Planar Gate ART R ●● ⑥ LG
Pay ② less when casting a summon spell.

Portcullis ART R ●●● ④ SH
Whenever any creature comes into play, if there are two or more other creatures in play, set that creature aside. If Portcullis leaves play, put the creature into play under its owner's control.

Primal Clay AC U ●●● ④ AQ,R,4th,5th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.

Puppet Strings ART U ●●●● ③ TM
②, {T}: Tap or untap target creature.

Pyramids ART R ●● ⑥ AN
②: Prevent a land from being destroyed. ②: Remove an enchantment from a land.

Rack, The ART U ●●● ① AQ,R,4th
Do 1 damage for each card under three opponent has during upkeep.

Rakalite ART R ● ⑥ AQ, CH
②: Prevent 1 damage to any target. Rakalite returns to owner's hand at end of turn.

Razor Pendulum ART R ●● ④ MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.

Red Mana Battery ART R ●●● ④ LG,4th
②, {T}: Put a counter on Red Mana Battery. {T}: Add {R} to your mana pool. Add {R} for each counter you removed as well.

Reflecting Mirror ART U ●● ④ DK
X X, {T}: Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell.

Relic Barrier ART U ●●●● ② LG
{T}: Tap target artifact.

Ring of Immortals ART R ● ⑤ LG
③, {T}: Counter interrupt or enchantment targeting a permanent you control.

Ring of Ma'ruf ART R ●● ⑤ AN
⑤, {T}: Sacrifice: Instead of drawing a card, select a card from outside the game.

Scarab of the Unseen ART U ● ② AI
{T}, Sacrifice Scarab: Return all enchantments on target permanent you own to their owners' hand. Cantrip.

Scarecrow AC U ●● ⑤ DK
⑥, {T}: Prevent all damage to you from flying creatures this turn. 2/2.

Scroll Rack ART R ●●●● ② TM
①, {T}: Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

Sentinel AC R ●●● ④ LG, CH
*=1 when cast. When blocking, you may make * equal 1 + the power of a creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*. +1/+1 when played after Voyager.

Serpent Generator ART R ●●● ⑥ LG, CH,5th
④, {T}: Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.

Serrated Arrows ART C ●●●● ④ HL
Put three arrow counters on Serrated Arrows when it comes into play. {T}, Remove one counter: Put a -1/-1 counter on target creature.

Serrated Biskelion AC U ●● ③ WL
{T}: Put -1/-1 counters on Biskelion and on target creature. 2/2.

Shapeshifter AC U ●●● ⑥ AQ,4th,5th
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during each of your upkeeps. */(7-*).

Shield of the Ages ART U ●●● ② IA
②: Prevent 1 damage to you.

Shield Sphere AC U ●●● 0 AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.

Shifting Wall AC U ●●● X SH
Shifting Wall counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it. 0/0.

Sisay's Ring ART C ● ④ VS
{T}: Add two colorless mana to your mana pool.

Skull Catapult ART U ●●● ④ IA,5th
①, {T}: Sacrifice a creature to do 2 damage to any target.

Skull of Orm ART U ●●● ③ DK
⑤, {T}: Bring an enchantment card from your graveyard into your hand.

Sky Diamond ART U ●●● ② MG
Comes into play tapped. {T}: Add {U} to your mana pool.

Skyshaper ART U ●● ② EX
Sacrifice: All creatures you control gain flying until end of turn.

Snake Basket ART R ●●● ④ VS
X, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.

Key

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

Snow Fortress AC R ●●● 5 IA
Counts as wall. ❶: +1/+0 until end of turn. ❶: +0/+1 until end of turn. ❸: Do 1 damage to a non-flying attacking creature. 0/4.
Sol Grail ART R ●●● 3 AI
When Sol Grail comes into play, you must choose a color. But choose wisely. ◈: Add one mana of the chosen color to your mana pool.
• **Sol Ring** ART U ●●●●● 1 L,U,R
◈: Add 2 to your mana pool.
Soldevi Digger ART R ●●● 2 AI
❷: Put the top card of your graveyard on the bottom of your library.
Soldevi Golem AC R ●● 4 IA
Does not untap during your untap phase. ❶: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.
Soldevi Sentry AC C ●● 1 AI
❶: Regenerate. Target opponent may draw a card. 1/1.
Soldevi Simulacrum AC U ●●●● 4 IA
CU: ❶. ❶: +1/+0 until end of turn. 2/4.
Soldevi Steam Beast AC C ● 5 AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. ❷: Regenerate. 4/2.
Soul Net ART U ●● 1 L,U,R,4th,5th
❶: Gain 1 life when a creature is placed in the graveyard.
Spellbook ART U ● 0 EX
Skip your discard phase.
Sphere of Resistance ART R ●● 2 EX
All spells cost an additional 1 to play.
Spirit Shield ART R ●●● 3 FE
❷, ◈: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.
Squee's Toy ART C ●● 1 TM
◈: Prevent 1 damage to any creature. Get it? Squeeze Toy? Groan.
Staff of the Ages ART R ● 3 IA
Creatures with landwalk ability may be blocked as normal.
Staff of Zegon ART C ●● 4 AQ
❸, ◈: Make target creature -2/-0 until end of turn.
Standing Stones ART U ●● 3 DK
❶, ◈: Pay 1 life to add 1 mana of any color to your mana pool.
Static Orb ART R ●●● 3 TM
Players cannot untap more than two permanents during their untap phases.
Steel Golem AC U ●● 3 WL
You cannot play summon or artifact creature spells. 3/4.
Stone Calendar ART R ●● 5 DK
Your spells cost ❶ less to cast; casting costs cannot go below 0.
Storm Cauldron ART R ●●● 5 AI
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to its owner's hand.
Straw Golem AC U ●● 1 WL
If any opponent successfully casts a summon or artifact creature spell, huff and puff and blow (bury) Straw Golem down. 2/3.
Su-Chi AC U ●● 4 AQ
When Su-Chi goes to the graveyard, add ❹ to your mana pool. 4/4.
Sunglasses of Urza ART R ●● 3 L,U,R,4th
White mana in your mana pool can be used as white or red mana.
Sunstone ART U ●● 3 IA
❷: Sacrifice a snow-covered land to make all creatures deal 0 damage.
Sword of the Ages ART R ●●●● 6 LG
Enters play tapped. ◈, Remove Sword and any number of creatures you control from the game: Deal damage to one target equal to combined amount of creatures' power.
Sword of the Chosen ART R ●● 2 SH
◈: Target legend gets +2/+2 until end of turn.
Tablet of Epityr ART C ●● 1 AQ
❶: Gain 1 life when an artifact is placed in the graveyard.
Tawnos's Coffin ART R ●●● 4 AQ
❸, ◈: Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or leaves play, creature returns to play tapped. You may choose not to untap Coffin.
Tawnos's Wand ART U ●●● 4 AQ,4th
❷, ◈: Target creature with power no greater than 2 may not be blocked until end of turn.
Tawnos's Weaponry ART U ●●● 2 AQ,4th,5th
❷, ◈: Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.
Teeka's Dragon AC R ●●● 9 MG
Flying, trample, rampage 4. Counts as a Dragon. 5/5.
Teferi's Puzzle Box ART R ●●● 4 VS
During each player's draw, that player counts the cards in his hand, puts those cards on the bottom of his library, and a then draws that number of cards.
Telethopter AC U ●● 4 TM
Tap a creature you control: Telethopter gains flying until end of turn. 3/1.
Telim'Tor's Darts U ●●● 2 MG
❷, ◈: Do 1 damage to target player.
Tetravus AC R ●●● 6 AQ,4th
Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.
Thopter Squadron AC R ●●● 5 EX
Flying. Comes into play with 3 +1/+1 counters. ❶, Remove a counter: Put a 1/1 flying artifact creature Thopter token into play. Play as a sorcery. ❶, Sacrifice a Thopter: Put a +1/+1 counter on Squadron. Play as a sorcery. 0/0.
Thran Forge ART U ●●● 3 WL
❷: Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.
Thran Tome ART R ●● 4 WL
❺, ◈: Reveal the top 3 cards of your library to target opponent. Bury one of those cards of opponent's choice. Draw the remaining cards.
Throne of Bone ART U ●● 1 L,U,R,4th,5th
❶: Gain 1 life each time a black spell is cast. Use only once per spell.
Thumbscrews ART R ●● 2 TM
During your upkeep, if you have five or more cards in your hand, Thumbscrews deals 1 damage to target opponent.
Time Bomb ART R ●●● 4 IA,5th
Put a counter on Bomb during your upkeep. ❶, ◈, Sacrifice: Do * damage to each creature and player; * is the number of counters on Time Bomb.
Time Vault ART R ●●● 2 L,U
◈: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.
Tin-Wing Chimera AC U ●●● 4 VS
Flying. Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.
Tormod's Crypt ART C ●●● 0 DK, CH
◈, Sacrifice: Remove all cards in target player's graveyard from game.

Torture Chamber ART R ●●● 3 TM
During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. ❶, ◈, Remove all counters from Chamber: Chamber deals 1 damage for each counter on it to target creature.
Touchstone ART U ●● 2 WL
◈: Tap target artifact you do not control.
Tower of Coireall ART U ●● 2 DK
◈: Make target creature unblockable by walls until end of turn.
Transmogrifying Licid AC U ●●● 3 EX
Counts as a Licid. ❶, ◈: Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact." You may pay ❶ to end this effect. 2/2.
Triangle of War ART R ●●● 1 VS
❷, Sacrifice: Choose a creature you control and a creature an opponent controls. Each creature deals damage equal to its power to the other.
Triassic Egg ART R ●●● 4 LG, CH
❸, ◈: Put a counter on Egg. ❶: If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.

STUMPERS
BY COLLIN JACKSON



Q: How does Mogg Bombers work when multiple creatures come into play at the same time? —Joseph Breen, Lowell, Mass.

A: *Although they are only sacrificed once, the Mogg Bombers will still deal 3 damage for each creature that enters play. For example, if the Bombers saw 8 creatures come into play via Snake Basket or Mogg Infestation, you would get to deal 24 damage. Ouch!*

Triskelion AC R ●●● 6 AQ,4th
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.
Unerring Sling ART U ●● 3 MG
❸, ◈, Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.
Urza's Avenger AC R ●●● 6 AQ,4th,5th
❶: Avenger gets -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.
Urza's Bauble ART U ● 0 IA,5th
◈, Sacrifice: Look at a random card from opponent's hand. Cantrip.
Urza's Chalice ART C ●● 1 AQ
❶: Gain 1 life for any artifact cast. Can only give 1 life per artifact.
Urza's Engine AC R ●● 5 AI
Trample. ❸: Banding until end of turn. ❸: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.
Urza's Miter ART R ● 3 AQ
❸: Draw a card when one of your artifacts goes to the graveyard.
Ventifact Bottle ART R ●● 3 MG
❶ ✕, ◈: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your mana pool.
Vexing Arcanix ART R ●●●● 4 IA
❸, ◈: Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.
Vibrating Sphere ART R ●● 4 IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.Vibrating Sphere? We don't even want to know.
Volrath's Laboratory ART R ●●● 5 SH
Choose a color and a creature type. ❺, ◈: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.
Voodoo Doll ART R ●● 6 LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. ✕ ✕, ◈: Do X damage to one target.
Walking Wall AC U ●●● 4 IA
Counts as wall. ❸: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.
Wall of Shields AC U ●● 3 IA
Counts as wall. Banding. 0/4.
Wall of Spears AC C ●● 3 AQ,4th,5th
First strike, counts as a wall. 2/3.
Wand of Denial ART R ●●●● 2 VS
◈: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.

Wand of Ith ART U ●●● 4 DK
❸, ◈: Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only during your turn.
War Barge ART U ●●● 4 DK
❸: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.
War Chariot ART U ●●● 3 IA
❸, ◈: Give target creature trample until end of turn.
Watchdog AC U ●● 3 TM
Blocks if able. If Watchdog is untapped, all creatures attacking you get -1/-0. 1/2.
Weakstone ART U ●● 4 AQ
All attacking creatures get -1/-0.
Well of Knowledge ART R ●●●● 3 WL
Any player may pay ❷ during his or her draw phase to draw a card. Players may use this ability as many times as they choose.
Whalebone Glider ART U ●●● 2 IA
❷, ◈: Give one of your creatures with power 3 or less flying until end of turn.
Whirling Catapult ART R ●● 4 AI
❷: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.
White Mana Battery ART R ●●● 4 LG,4th
❷, ◈: Put a counter on White Mana Battery. ◈: Add ✱ to your mana pool. Add ✱ for each counter you removed as well.
Winter Orb ART R ●●●● 2 L,U,R,4th,5th
Each player may only untap 1 land during his untap phase.
Wooden Sphere ART U ●● 1 L,U,R,4th,5th
❶: Gain 1 life for any green spell is cast. Use only once per spell.
Workhorse AC R ●●● 6 EX
Comes into play with 4 +1/+1 counters. Remove a counter: Add one colorless mana to your mana pool. Play this ability as a mana source. 0/0.
Xanthic Statue ART R ●● 8 WL
❺: Until end of turn, Statue is an 8/8 artifact creature with trample.
Yotian Soldier AC C ●●● 1 AQ,4th
Yotian Soldier does not tap when attacking. 1/4.
Zelyon Sword ART R ●● 3 FE
❸, ◈: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.
• **Zuran Orb** ART U ●●●●● 0 IA
❻, Sacrifice a land: Gain 2 life. Evil, evil, evil!

BLACK

Abandon Hope SOR U ●● ✕❶🖤 TM
Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.
Abomination SC U ●●● 3🖤🖤 LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.
Abyss, The EW R ●●●● 3🖤 LG
Each player must bury a non-artifact creature he controls during his upkeep.
Abyssal Gatekeeper SC C ●● 1🖤 WL
If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls. 1/1.
Abyssal Hunter SC R ●●●● 3🖤 MG
🖤, ◈: Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.
Abyssal Specter SC U ●●● 2🖤🖤 IA,5th
Flying. Opponent damaged by Specter must discard a card of his choice. 2/3.
Agonizing Memories SOR U ●●● 2🖤🖤 WL
Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.
Aku Djinn SC R ●●●● 3🖤🖤 VS
Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.
All Hallow's Eve EN R ●●● 2🖤🖤 LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play.
Animate Dead EN U ●●● 1🖤 L,U,R,4th,5th
Bring a creature from any graveyard into play on your side with -1 power. If Animate Dead leaves play, the creature is buried.
Armor Thrull SC C ●●● 2🖤 FE
◈, Sacrifice: Put a +1/+2 counter on target creature. 1/3.
Artifact Possession EA C ●● 2🖤 AQ
Do 2 damage to artifact's controller whenever its activation cost is paid.
Ashen Ghoul SC U ●● 3🖤 IA
Unaffected by summoning sickness. 🖤: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.
Ashen Powder SOR R ●●● 2🖤🖤 MG
Take control of a creature from an opponent's graveyard.
Ashes to Ashes SOR U ●●● 1🖤🖤 DK,4th,5th
Remove two non-artifact creatures from the game and take 5 damage.
Bad Moon EN R ●●●● 1🖤 L,U,R,4th,5th
All black creatures in play get +1/+1.
Balduvian Dead SC U ●● 3🖤 AI
2🔴: Remove a creature in your graveyard fromgame to put into play a 3/1 black and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.
Banshee SC U ●● 2🖤🖤 DK, CH
✕, ◈: Banshee does X damage, half to you (round up) and half to any target (round down). 0/1.
Barbed-Back Wurm SC U ●● 4🖤 MG
◈: Target green creature blocking Wurm gets -1/-1 until end of turn. 4/3.
Baron Sengir SL R ●●● 5🖤🖤🖤 HL
Flying. Gets +2/+2 counters for each creature sent to graveyard on turn where Baron damaged it. ◈: Regenerate target Vampire. 5/5.
Barrow Ghoul SC C ●● 1🖤 WL
During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul. 4/4.
Basal Thrull SC C ●● 🖤🖤 FE
◈, Sacrifice: Add 🖤🖤 to your mana pool. 1/2.
Bellowing Fiend SC R ●● 4🖤 TM
Flying. Whenever Bellowing Fiend damages any creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.
Binding Agony EC C ●● 1🖤 MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.
Black Carriage SC R ● 3🖤🖤 HL
Trample. Doesn't untap as normal during untap phase. ❶: Sacrifice a creature to untap Carriage. Do this only during your upkeep. 4/4.
Black Knight SC U ●●●● 🖤🖤 L,U,R,4th,5th
Protection from white, first strike. 2/2.

MAGIC The Gathering®

players guide

Name / Description	Kind	CR	Rating	Cost	Sets Found
Blanket of Night	EN	U	●●●	1	VS
Each mana-producing land is a swamp in addition to its normal type.					
Blight	EL	U	●●		LG,4th,5th
If target land is tapped, destroy it at end of turn.					
Blighted Shaman	SC	U	●●	1	MG
: Sacrifice a creature: Give a creature +2/+2 until end of turn. , Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.					
Blood Pet	SC	C	●●		TM
Sacrifice Blood Pet: Add to your mana pool. 1/1.					
Bog Imp	SC	C	●●	1	DK,4th,5th
Flying. 1/1. You won't find clever quips like this one in *Duelist* or *Scrye*.					
Bog Rats	SC	C	●●		DK,CH,5th
Cannot be blocked by walls. 1/1.					
Bog Wraith	SC	U	●●●	3	L,U,R,4th,5th
Swampwalk. 3/3. Quip is one of 11 four-letter Q-words. Quoz is not one of them.					
Bone Dancer	SC	R	●●●	1	WL
: Put the top creature of defender's graveyard into play under your control. Use only if Dancer is unblocked and only once each turn. 2/2.					
Bone Harvest	INS	C	●●●●	2	MG
Put any number of creatures from your graveyard on top of your library. Cantrip.					
Bottomless Pit	EN	U	●●●	1	SH
During each player's upkeep, that player discards a card at random.					
Bounty Hunter	SC	R	●●●●	2	TM
: Put a bounty counter on target nonblack creature. : Destroy target creature with any bounty counters on it. 2/2.					
Breathstealer	SC	C	●●	2	MG
: +1/-1 until end of turn. 2/2.					
Breeding Pit	EN	U	●●●	3	FE,5th
Put a 0/1 Thrull token in play at the end of each of your turns. Pay during upkeep or bury Breeding Pit.					
Brine Shaman	SC	C	●●	1	IA
: Sacrifice a creature to give a creature +2/+2 until end of turn. : Sacrifice a creature to counter a summon spell. 1/1.					
Broken Visage	INS	R	●●	4	HL,5th
Bury target non-artifact attacking creature and put into play a black creature with power and toughness equal to target creature. Bury token at end of turn.					
Brood of Cockroaches	SC	U	●●●	1	VS
If Brood of Cockroaches is put into your graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at end of turn. 1/1.					
Brush with Death	SOR	C	●●●	2	SH
Buyback 3. Target opponent loses 2 life. You gain 2 life.					
Burnt Offering	MS	C	●●		IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.					
Buried Alive	SOR	U	●●	2	WL
Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.					
Cadaverous Knight	SC	C	●●●●	2	MG
Flanking. 1: Regenerate. 2/2.					
Cannibalize	SOR	C	●●	1	SH
Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.					
Carnophage	SC	C	●●●●		EX
During your upkeep, pay 1 life or tap Carnophage. 2/2.					
Carrion	INS	R	●●●	1	MG
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.					
Carrion Ants	SC	U	●●●	2	LG,4th,5th
: +1/+1 until end of turn. 0/1.					
Carrionette	SC	R	●●	1	TM
2: Remove Carrionette and target creature from the game. That creature's controller may pay 2 to counter this ability. Use this ability only if Carrionette is in your graveyard. 1/1.					
Casting of Bones	EC	C	●●	2	AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.					
Cat Burglar	SC	C	●●	3	EX
2, : Target player chooses and discards a card. Play this ability as a sorcery. 2/2.					
Catacomb Dragon	SC	R	●●●	4	MG
Flying. Whenever Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.					
Cemetery Gate	SC	C	●●●	2	HL
Protection from black. 0/5.					
Chains of Mephistopheles	EN	R	●●	1	LG
Except for the first card drawn in draw phase, every player must discard a card before drawing. A player with no cards must discard the cards he draws.					
Choking Sands	SOR	C	●●●	1	MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.					
Circling Vultures	SC	U	●●●		WL
Flying. During upkeep, remove top creature in your graveyard from the game or bury Vultures. You may discard Vultures from your hand as an instant. 3/2.					
Cloak of Confusion	EC	C	●●	1	IA,5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.					
Clot Sliver	SC	C	●●●	1	TM
Each Sliver gains "2: Regenerate this creature." 1/1.					
Coercion	SOR	C	●●●●	2	VS, TM
Look at target opponent's hand and make him discard a card of your choice.					
Coffin Queen	SC	R	●●●●	2	TM
You m,ay leave Queen tapped. 2, : Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. 1/1.					
Coils of the Medusa	EC	C	●●●	1	WL
Enchanted creature gets +1/-1. Sacrifice Coils of the Medusa: Destroy all non-wall creatures blocking enchanted creature.					
Commander Greven il-Vec	SL	R	●●●	3	TM
When Commander Greven il-Vec comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures. 7/5.					
Contagion	INS	U	●●	3	AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any numbers of creatures.					
• **Contract from Below**	SOR	R	●●●●●		L,U,R
Discard your hand; draw an additional ante card plus seven cards.					
Corpse Dance	INS	R	●●●●	2	TM
Buyback 2. Put top creature from your graveyard into play. Creature is unaffected by summoning sickness this turn and is removed from the game at end of turn.					
Corrupting Licid	SC	U	●●	2	SH
, : Corrupting Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Licid onto target creature. You may pay to end this effect. 2/2.					
Cosmic Horror	SC	R	●●	3	LG,4th
First strike. Pay 3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.					
Crovax the Cursed	SL	R	●●●	2	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. : Crovax gains flying until end of turn. 0/0.					
Crypt Cobra	SC	U	●●	3	MG
If Cobra attacks and is not blocked, defending player gets a poison counter. 3/3.					
Crypt Rats	SC	C	●●●●	2	VS
: Crypt Rats deals X damage to each creature and player. Spend only black mana in this way. 1/1. Spirit Link Spirit Link Spirit Link Spirit Link Spir					
Culling the Weak	MS	C	●●		EX
Sacrifice a creature: Add to your mana pool.					
Cuombajj Witches	SC	C	●●●	2	AN, CH
: Each player does 1 damage to any target; you choose first. 1/3.					
Curse Artifact	EA	U	●	2	DK
Controller of target artifact must bury it during upkeep or lose 2 life.					
Cursed Flesh	EC	C	●●		EX
Creature gets -1/-1 and can only be blocked by artifact and black creatures.					
Cursed Land	EL	U	●●	2	L,U,R,4th,5th
Do 1 damage to controller of target land during upkeep.					
Cyclopean Mummy	SC	C	●	1	LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.					
Dance of the Dead	EC	U	●●●	1	IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay 1.					
Dark Banishing	INS	C	●●●●	2	IA,MG,TM
Bury target non-black creature.					
Dark Privilege	EC	C	●●	1	VS
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate.					
Dark Ritual	MS	C	●●●●		L,U,R,4th,IA,MG,5th,TM
Add 3 to your mana pool.					
Darkness	INS	C	●●		LG
Creatures attack and block as normal but deal no damage.					
Darkling Stalker	SC	C	●●●	3	TM
: Regenerate Stalker. : Stalker gets +1/+1 until end of turn. 1/1.					
• **Darkpact**	SOR	R	●●●●	3	L,U,R
Switch the top card of your library with one of the cards up for ante.					
Dauthi Cutthroat	SC	U	●●●	1	EX
Shadow. 1, : Destroy target creature with shadow. 1/1.					
Dauthi Embrace	EN	U	●●●	2	TM
: Target creature gains shadow until end of turn.					
Dauthi Ghoul	SC	U	●●	1	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
Dauthi Horror	SC	C	●●●	1	TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.					
Dauthi Jackal	SC	C	●●●	2	EX
Shadow. , Sacrifice Jackal: Destroy target blocking creature. 2/1.					
Dauthi Marauder	SC	C	●●●	2	TM
Shadow. 3/1.					
Dauthi Mercenary	SC	U	●●●	2	TM
Shadow. 1: Dauthi Mercenary gets +1/+0 until end of turn. 2/1.					
Dauthi Mindripper	SC	U	●●●	3	TM
Shadow. Sacrifice Dauthi Mindripper. Defending player chooses and discards three cards. Use only when Mindripper is attacking and unblocked. 2/1.					
Dauthi Slayer	SC	C	●●		TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.					
Dauthi Trapper	SC	U	●●	2	SH
: Target creature gains shadow until end of turn. 1/1.					
Dauthi Warlord	SC	U	●●●	1	EX
Shadow. Dauthi Warlord has power equal to the number of creatures with shadow in play. */1.					
Death Pits of Rath	EN	R	●●●	3	TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.					
Death Stroke	SOR	C	●●●		SH
Destroy target tapped creature.					
Death Watch	EC	C	●●●		VS
If creature is put into any graveyard, its controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.					
Deathgrip	EN	U	●●●		L,U,R,4th,5th
: Counter a green spell.					
Deathlace	INT	R	●		L,U,R,4th
Change the color of one card being played or in play to black.					
Death's Duet	SOR	C	●●	2	EX
Return two target creature cards from your graveyard to your hand.					
• **Demonic Attorney**	SOR	R	●		L,U,R
Unless opponent concedes game, both players draw an extra ante card.					
Demonic Consultation	INS	U	●●●		IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.					
Demonic Hordes	SC	R	●●●●	3	L,U,R
: Destroy target land. Pay during upkeep or Hordes become tapped and your opponent chooses a land of yours to be destroyed. 5/5.					
Demonic Torment	EC	U	●●	2	LG
Target creature deals no damage during combat and may not attack.					
• **Demonic Tutor**	SOR	U	●●●●●	1	L,U,R
Choose one card from your library and add it to your hand.					
Derelor	SC	R	●●●	3	FE,5th
Your black spells cost an additional . 4/4.					
Desolation	EN	U	●●	1	VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.					
Diabolic Edict	INS	C	●●●●	1	TM
Target player sacrifices a creature.					
Dirtwater Wraith	SC	C	●●●	3	MG
Swampwalk. : +1/+0 until end of turn. 1/3.					
Diseased Vermin	SC	U	●●●	2	AI
During your upkeep, deals one damage to one opponent it has previously damaged for each counter. If Vermin damages a player in combat, put an counter on it. 1/1.					
Disturbed Burial	SOR	C	●●●●	1	TM
Buyback 3. Return target creature from your graveyard to your hand.					
Doomsday	SOR	R	●●●●	3	WL
Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.					
Drain Life	SOR	C	●●●●	1	L,U,R,4th,MG,5th
Do 1 damage to target for each spent above casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.					
Dread of Night	EN	U	●●●		TM
All white creatures get -1/-1.					
Dread Specter	SC	U	●●	3	MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.					
Dread Wight	SC	R	●●	3	IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a counter at any time. 3/4.					
Dregs of Sorrow	SOR	R	●●●●	X 4	TM
Destroy X target nonblack creatures. Draw X cards.					
Drift of the Dead	SC	U	●●	3	IA
Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.					
Drudge Skeletons	SC	C	●●●	1	L,R,4th,5th
: Regenerates. 1/1.					
Drudge Spell	EN	U	●●		HL
: Remove 2 creatures from graveyard from the game. Bring Skeleton token into play. Skeleton is a black 1/1 creature with : Regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.					
Dry Spell	SOR	C	●●●	1	HL
Dry Spell deals 1 damage to each creature and player.					

COMBOS UNGLED





Timmy, Power Gamer and Infernal Spawn: You remember playing against Timmy, don't you? The annoying kid in the costume who spoke in Klingon and always managed to get exactly the cards he needed to kick your ass. Well, bad news, he now *is* a card and once he has four mana the world is his oyster, or Infernal Spawn, or Leviathan, or...

Key

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

Name / Description	Kind	CR	Rating	Cost	Sets Found
Dungeon Shade Flying. {B}: Dungeon Shade gets +1/+1 until end of turn. 1/1.	SC	C	●●●	{3}{B}	SH
Dystopia CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.	EN	R	●●●●	{1}{B}{B}	AI
Eater of the Dead Choose a creature in any graveyard and remove it from the game: Untap Eater of the Dead. 3/4. Mmmm. Dead.	SC	U	●●●	{4}{B}	DK
Ebon Praetor Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	●●	{4}{B}	FE
Ebony Charm Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.	INS	C	●●	{B}	MG
El-Hajjâj Gain 1 life for every point of damage El-Hajjâj inflicts. 1/1.	SC	R	●●	{1}{B}{B}	AN,R,4th
Endless Scream Enchanted creature gets +X/+0.	EC	C	●●●	{X}{B}	TM
Enfeeblement Enchanted creature gets -2/-2.	EC	C	●●●	{B}{B}	MG,TM
Entropic Specter Flying. Entropic Specter has power and toughness each equal to the number of cards in target opponent's hand. If Entropic Specter damages any player, that player chooses and discards a card. */*.	SC	R	●●	{3}{B}{B}	EX
Erg Raiders Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.	SC	C	●●●	{1}{B}	AN,R,4th,5th
Evil Eye of Orms-By-Gore Your creatures may not attack, except for Evil Eyes. Evil Eye may only be blocked by walls. 3/6.	SC	U	●●	{4}{B}	LG,5th
Evil Presence Target land is now a basic swamp.	EL	U	●●	{B}	L,U,R,4th,5th
Evincar's Justice Buyback {3}. Evincar's Justice deals 2 damage to each creature and player.	SOR	C	●●	{2}{B}{B}	TM
Extinction Destroy all creatures of any creature type of your choice.	SOR	R	●●●	{4}{B}	TM
Fallen, The During your upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.	SC	U	●●	{1}{B}{B}{B}	DK, CH
Fallen Angel Sacrifice a creature: Fallen Angel gains +2/+1 until end of turn. 3/3.	SC	U	●●●	{3}{B}{B}	LG,CH,5th
Fallen Askari Flanking. Fallen Askari cannot block. 2/2.	SC	C	●●●	{1}{B}	VS
Fatal Blow Bury target creature that was damaged this turn.	INS	C	●●	{B}	WL
Fatal Lore Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.	SOR	R	●●	{2}{B}{B}	AI
Fear Only black or artifact creatures may block target creature.	EC	C	●●●	{B}{B}	L,R,4th,IA,,5th
Feast of the Unicorn Target creature gets +4/+0.	EC	C	●●●	{3}{B}	HL
Feast or Famine Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature.	INS	U	●●●	{3}{B}	AI
Feral Shadow Flying. 2/1.	SC	C	●●	{2}{B}	MG
Festering Evil During your upkeep, Festering Evil deals 1 damage to each creature and player. {B}{B}, Sacrifice: Do 3 damage to each creature and player.	EN	U	●●●	{3}{B}{B}	WL
Fetid Horror {B}: +1/+1 until end of turn. 1/2.	SC	C	●●●	{3}{B}	MG
Fevered Convulsions {2}{B}{B}: Put a -1/-1 counter on target creature.	EN	R	●●●	{B}{B}	TM
Fevered Strength Enchanted creature gets +2/+0. Cantrip.	INS	C	●●	{2}{B}	AI
Fledgling Djinn Flying. During your upkeep, Djinn deals 1 damage to you. 2/2.	SC	C	●●●	{1}{B}	WL
Flow of Maggots CU: {1}: May not be blocked by non-wall creatures. 2/2.	SC	R	●●	{2}{B}	IA
Forbidden Crypt For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.	EN	R	●●●	{3}{B}{B}	MG
Forbidden Ritual Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.	SOR	R	●●	{2}{B}{B}	VS
Forsaken Wastes Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.	EW	R	●●●	{2}{B}	MG
Foul Familiar May not block. {B}: Pay 1 life to return Familiar to its owner's hand. 3/1.	SC	C	●●●	{2}{B}	IA
Foul Imp Flying. When Foul Imp comes into play, lose 2 life. 2/2	SC	C	●●●	{B}{B}	SH
Frankenstein's Monster Remove X creatures from your graveyard from the game when casting Monster. For each creature removed from the game in this way, give Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.	SC	R	●●	{X}{B}{B}	DK
Frozen Shade {B}: +1/+1 until end of turn. 0/1.	SC	C	●●●	{2}{B}	L,R,4th,5th
Fugue Target player chooses and discards three cards.	SOR	U	●●●	{3}{B}{B}	EX
Funeral Charm Choose one—Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.	INS	C	●●●	{B}	VS
Funeral March When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.	EC	C	●●	{1}{B}{B}	HL,5th
Gallowbraid CU: Pay 1 life. Trample. 5/5.	SL	R	●●●	{3}{B}{B}	WL
Gangrenous Zombies {B}: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.	SC	C	●●	{1}{B}{B}	IA
Gate to Phyrexia Sacrifice a creature during your upkeep to destroy an artifact.	EN	U	●●●	{B}{B}	AQ
Gaze of Pain For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.	SOR	C	●●●	{1}{B}	IA
Ghost Hounds Does not tap when attacking. Gains first strike if blocking or blocked by white creature(s). 1/1.	SC	U	●●	{1}{B}	HL
Ghosts of the Damned {B}: Make target creature -1/-0 until end of turn. 0/2.	SC	C	●●	{1}{B}{B}	LG
Giant Slug {5}: Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	●●	{1}{B}	LG, CH
Gloom White spells and white enchantment costs now require an extra {3}.	EN	U	●●●●	{2}{B}	L,U,R,4th,5th
Glyph of Doom Creatures blocked by target wall are destroyed after combat.	INS	C	●	{B}	LG
Grandmother Sengir {1}{B}, {B}: Target creature gets -1/-1 until end of turn. 3/3.	SL	R	●●	{4}{B}	HL
Grave Robbers {B}, {B}: Remove an artifact in any graveyard from game. Gain 2 life. 1/1.	SC	R	●●	{1}{B}{B}	DK
Gravebane Zombie Creatures blocked by target wall are destroyed after combat.	SC	C	●●	{3}{B}	MG
Gravebind If Zombie is put into graveyard from play, put it on top of owner's library. 3/2.	INS	R	●	{B}	IA
Gravedigger Target creature may not regenerate this turn. Cantrip.	SC	C	●●	{3}{B}	TM
Graverobber When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.	SC	C	●●	{3}{B}	TM
Grave Pact Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.	EN	R	●●●●	{1}{B}{B}{B}	SH
Grave Servitude You may choose to play Grave Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is black.	EC	C	●●●	{1}{B}	MG
Greater Werewolf After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.	SC	C	●●●	{4}{B}	HL,5th
Greed {B}, Pay 2 life: Draw a card.	EN	R	●●●	{3}{B}	LG, 4th

STUMPERS



Q: Can I attack with a pair of Mogg Flunkies and nothing else? —B Hartling, Moncton, Canada

A: *Yes. You declare all your attackers simultaneously, and then the Flunkies check to make sure that there is at least one other attacking creature. If so, then the attack is considered legal. The same applies to blocking. Apparently the Flunkies are too stupid to realize that their partner is just as incompetent as they are.*

Name / Description	Kind	CR	Rating	Cost	Sets Found
Grollub For each 1 damage dealt to Grollub, each opponent gains 1 life. 3/3.	SC	C	●●	{2}{B}	EX
Guardian Beast If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4. Makes a good coat hanger too.	SC	R	●●●●	{3}{B}	AN
Harbinger of Night During your upkeep, put a -1/-1 counter on each creature. 2/3.	SC	R	●●●	{2}{B}{B}	MG
Hasran Ogress Pay {2} when Hasran Ogress attacks or lose 2 life. 3/2.	SC	C	●●	{B}{B}	AN, CH
Hatred Pay X life: Target creature gets +X/+0 until end of turn.	INS	R	●●●●	{3}{B}{B}	EX
Haunting Misery Remove X creature cards in your graveyard from the game: Haunting Misery deals X damage to target player.	SOR	C	●●	{1}{B}{B}	WL
Haunting Wind Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	●●	{3}{B}	AQ
Headless Horseman Speaking of Sleepy Hollow, this card is *so* boring it makes *us* sleepy. 2/2.	SC	C	●	{2}{B}	LG
Headstone Remove target card in any graveyard from the game. Cantrip.	INS	C	●●	{1}{B}	HL
Hecatomb Sacrifice four creatures when Hecatomb comes into play. {B}: Tap a swamp you control to have Hecatomb deal 1 damage to any target.	EN	R	●●●	{1}{B}{B}	IA,5th
Hell Swarm Make all creatures -1/-0 until end of turn.	INS	C	●	{B}	LG
Hellfire Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	●●●	{2}{B}{B}{B}	LG
Hell's Caretaker {B}: Sacrifice a creature to put a creature in your graveyard into play. 1/1.	SC	R	●●●	{3}{B}	LG, CH
Hidden Horror When Horror comes into play, discard a creature card or bury Horror. 4/4.	SC	U	●●●	{1}{B}{B}	WL
Hoar Shade {B}: +1/+1 until end of turn. 1/2.	SC	C	●●●	{3}{B}	IA
Horror of Horrors Sacrifice a swamp to regenerate a black creature.	EN	U	●●●	{3}{B}{B}	LG
Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	●●●	{X}{B}	L,U,R,4th,IA,5th
Hyalopterous Lemure {B}: Gains flying and -1/-0 until end of turn. 4/3.	SC	U	●●●	{4}{B}	IA
Hymn to Tourach Target player randomly discards two cards from his hand.	SOR	C	●●●●●	{B}{B}	FE
Hypnotic Specter Flying. Player damaged by Specter must discard a card at random. 2/2.	SC	U	●●●●●	{1}{B}{B}	L,U,R,4th
Icequake Destroy a land. If it is a snow-covered land, its controller takes 1 damage.	SOR	U	●●●	{1}{B}{B}	IA
Ihsan's Shade Protection from white. 5/5.	SL	U	●●●●	{3}{B}{B}{B}	HL
Imprison {1}: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	●●●	{B}	LG
Imp's Taunt Buyback {3}. Target creature attacks this turn if able.	INS	U	●●	{1}{B}	TM
Infernal Contract Pay half your life, rounded up: Draw four cards.	SOR	R	●●●●	{B}{B}{B}	MG
Infernal Darkness CU: {B} and 1 life. All mana-producing lands produce {B} instead of their normal mana.	EN	R	●●●	{2}{B}{B}	IA
Infernal Denizen During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped and target opponent may gain control of a creature you control of his choice. {B}: Gain control of target creature. 5/7.	SC	R	●	{7}{B}	IA
Infernal Harvest Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures.	SOR	C	●●●	{1}{B}	VS
Infernal Medusa Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	●●●	{3}{B}{B}	LG
Infernal Tribute {2}, Sacrifice a card in play: Draw a card.	EN	R	●●●	{B}{B}{B}	WL
Initiates of the Ebon Hand {1}: Add {B} to your mana pool. Bury Initiates if more than {3} is spent this way in one turn. 1/1.	SC	C	●●●	{B}	FE,5th
Inquisition Examine target player's hand. Do one damage for each white card.	SOR	C	●	{2}{B}	DK
Insidious Bookworms {1}{B}: Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.	SC	C	●●	{B}	AI
Irini Sengir All white and green enchantments cost an extra {2} to cast. 2/2.	SL	U	●	{2}{B}{B}	HL
Jovial Evil Do 2 damage to opponent for each white creature he controls.	SOR	R	●●	{2}{B}	LG
Junún Efreet Flying. Pay {B}{B} during upkeep or Junún Efreet is destroyed. 3/3.	SC	U	●●●	{1}{B}{B}	AN,4th
Juzám Djinn Juzám Djinn deals 1 damage to you during your upkeep. 5/5. Big meanie.	SC	R	●●●●●	{2}{B}{B}	AN
Kaervek's Hex Kaervek's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.	SOR	U	●●	{3}{B}	MG
Kaervek's Spite Sacrifice all permanents, Discard your hand: Target player loses 5 life.	INS	R	●●	{B}{B}{B}	VS
Keeper of the Dead {B}, {B}: Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours. 1/2.	SC	U	●●●	{3}{B}{B}	EX
Keeper of Tresserhorn If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6.	SC	R	●●●	{5}{B}	AI
Kezzerdrix First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you. 4/4.	SC	R	●●	{2}{B}{B}	TM
Khabal Ghoul Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	●●●	{2}{B}	AN
Kjeldoran Dead You must sacrifice a creature when Kjeldoran Dead comes into play. {B}: Regenerate. 3/1.	SC	C	●●●	{B}	IA,5th
Knight of Dusk {B}{B}: Destroy target creature blocking Knight of Dusk. 2/2.	SC	U	●●●	{1}{B}{B}	TM
Knights of Stromgald Protection from white. {B}{B}: +1/+0. {B}: First strike. 2/1.	SC	U	●●●●	{B}{B}	IA,5th
Koskun Falls During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional {2} whenever the creature attacks.	EW	R	●●	{2}{B}{B}	HL
Krovikan Elementalist {2}{B}: Give a creature +1/+0 until end of turn. {B}{B}: Give a creature you control flying until end of turn. Bury that creature at end of turn. 1/1.	SC	U	●●	{B}{B}	IA
Krovikan Fetish Target creature gets +1/+1. Cantrip.	EC	C	●●●	{2}{B}	IA,5th
Krovikan Horror At the end of any turn, if Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. {B}: Sacrifice a creature to have Horror deal one damage to target creature or player. 2/2.	SC	R	●	{3}{B}	AI
Krovikan Plague Play on a non-wall creature you control. {B}: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature. Cantrip.	EC	U	●	{2}{B}	AI
Krovikan Vampire If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.	SC	U	●●	{3}{B}{B}	IA
Lab Rats Buyback {3}. Put a Rat token into play. Treat as a 1/1 black creature.	SOR	C	●●●	{B}	SH
Leeching Licid {B},{B}: Licid loses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leeching Licid deals 1 damage to that player" instead of a creature. You may pay {B} to end this effect. 1/1.	SC	U	●●●	{1}{B}	TM
Legions of Lim-Dûl Snow-covered swampwalk. 2/3.	SC	C	●●	{1}{B}{B}	IA
Leshrac's Rite Give target creature swampwalk.	EC	U	●●	{B}	IA,5th
Leshrac's Sigil {B}{B}: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. {B}{B}: Return Leshrac's Sigil to owner's hand.	EN	U	●●	{B}{B}	IA

MAGIC The Gathering®

players guide

Lesser Werewolf SC U ●●● ③⚉ LG
⚉: -1/-0 until end of turn. Put a -0/-1 counter on creatures blocking or blocked by Werewolf. Power may not be reduced below 0 using this ability. 2/4.

Lich EN R ●● ⚉⚉⚉⚉ L,U
Lose all life. For each point of damage you take, bury one permanent you control. For every point you gain, draw a card. If Lich leaves play you lose.

Lim-Dûl's Cohort SC C ●● ①⚉⚉ IA
Creatures blocking or blocked by Cohort cannot regenerate. 2/3.

Lim-Dûl's Hex EN U ●● ①⚉ IA
During your upkeep, Hex does 1 damage to all players. Each player may pay ⚉ or ③ to prevent the damage to himself.

Lim-Dûl's High Guard SC C ●●● ①⚉⚉ AI
First strike. ①⚉: Regenerate. 2/1.

Living Death SOR R ●●● ③⚉⚉ TM
Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside into play.

Lord of the Pit SC R ●●● ④⚉⚉⚉ L,U,R,4th,5th
Flying, trample. During your upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.

Lost Soul SC C ●● ①⚉⚉ LG,4th,5th
Swampwalk. 2/1.

Maddening Imp SC R ●● ②⚉ TM
Flying. ⚉: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1.

Marsh Gas INS C ● ⚉ DK,4th
Make all creatures -2/-0 until end of turn.

Marsh Lurker SC C ●● ③⚉ TM
Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.

Megrim EN U ●● ②⚉ SH
Whenever any opponent discards a card, Megrim deals 2 damage to him.

Mind Maggots SC U ●●● ③⚉ EX
When Maggots comes into play, discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Maggots. 2/2.

Mind Peel SOR U ●● ⚉ SH
Buyback ②⚉⚉. Target player chooses and discards a card.

Mind Ravel SOR C ●● ②⚉ IA,5th
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.

• **Mind Twist** SOR R ●●●●● X⚉ L,U,R,4th
Opponent must randomly discard X cards from his hand.

Mind Warp SOR U ●●● ③X⚉ IA,5th
Look at a player's hand and make him discard X cards of your choice.

Mind Whip EC R ●● ②⚉⚉ IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player and taps the creature if he does not pay ③.

Mindwhip Sliver SC U ●● ②⚉ TM
Each Sliver gains "②, Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery." 2/2.

Mindstab Thrull SC C ●● ①⚉⚉ FE,5th
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.

Minion of Leshrac SC R ●●● ④⚉⚉⚉ IA
Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps. ⚉: Destroy a creature or land. 5/5.

Minion of Tevesh Szat SC R ●●● ④⚉⚉⚉ IA
Pay ⚉⚉ during upkeep or take 2 damage. ⚉: Give target creature +3/-2 until end of turn. 4/4.

Minion of the Wastes SC R ●●● ③⚉⚉⚉ TM
Trample. When you play Minion of the Wastes, pay any amount of life. Minion has power and toughness each equal to that amount. */*.

Mire Shade SC U ●● ①⚉ MG
⚉, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.

Mischievous Poltergeist SC U ●●● ②⚉ WL
Flying. Pay 1 life: Regenerate. 1/1.

Misinformation INS U ●●● ⚉ AI
Put 3 cards from an opponent's graveyard on top of his library in any order.

Mold Demon SC R ● ⑤⚉⚉ LG
Sacrifice two swamps when Mold Demon comes into play or bury him. 6/6.

Mole Worms SC U ●● ②⚉ IA,5th
⚉: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.

Moor Fiend SC C ●●● ③⚉ IA
Swampwalk. 3/3.

Morgue Thrull SC C ●● ②⚉ SH
Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard. 2/2.

Morinfen SL R ●●● ③⚉⚉ WL
Flying. CU: 1 life. 5/4.

Mortuary EN R ●●● ③⚉ SH
Whenever any creature is put into your graveyard from play, put that creature on top of your library.

Murk Dwellers SC C ●● ③⚉ DK,4th,5th
If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2.

Nameless Race SC R ●● ③⚉ DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.

Nausea SOR C ●● ①⚉ EX
All creatures get -1/-1 until end of turn.

Necrologia INS U ●●● ③⚉⚉ EX
Play Necrologia only during your discard phase. Pay X life: Draw X cards.

Necratog SC U ●●● ①⚉⚉ WL
Remove the top creature card in your graveyard from the game: +2/+2 until end of turn. 1/2.

Necrite SC C ●● ①⚉⚉ FE,5th
If Necrite attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.

Necromancy EN U ●●● ②⚉ VS
You may play as an instant; if you do, bury it at end of turn. Choose a creature in your graveyard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Necropotence EN R ●●●● ⚉⚉⚉ IA,5th
Skip your draw phase. ⓿: Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.

Necrosavant SC R ●●● ③⚉⚉⚉ VS
③⚉⚉, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.

Nekrataal SC U ●●●● ②⚉⚉ VS
First strike. When Nekrataal comes into play, bury target nonartifact, nonblack creature. 2/1.

Nether Shadow SC R ●● ⚉⚉ L,U,R,4th,5th
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.

Nether Void EW R ●●●●● ③⚉ LG
All spells are countered unless their controller spends an additional ⑤.

Nettling Imp SC U ●●● ②⚉ L,U,R
⚉: Target non-wall creature must attack or DIE!!! at end of turn. 1/1.

Nightmare SC R ●●● ⑤⚉ L,U,R,4th,5th
Flying. Power and toughness equal number of swamps controller has. */*.

Nocturnal Raid INS U ●● ②⚉⚉ MG
All black creatures get +2/+0 until end of turn.

Norritt SC C ●●● ③⚉ IA
⚉: Untap a blue creature. ⚉: Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.

Oath of Ghouls EN R ●●● ①⚉ EX
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return a creature card from his graveyard to his hand.

Oath of Lim-Dûl EN R ●●● ③⚉ IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. ⚉⚉: Draw a card.

Odylic Wraith SC U ●●● ③⚉ WL
Swampwalk. If Wraith damages any player, that player discards a card. 2/2.

Order of the Ebon Hand SC C ●●●● ⚉⚉ FE
Protection from white. ⚉⚉: +1/+0. ⚉: First strike. 2/1.

Oubliette EN C ●●● ①⚉⚉ AN
Place target creature out of play. If Oubliette leaves play, creature returns tapped.

Painful Memories SOR U ●●● ①⚉ MG
Look at target opponent's hand and put onecard on top of his or her library.

Paralyze EC C ●●● ⚉ L,U,R,4th,5th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend ④ to untap during upkeep.

Perish SOR U ●●●● ②⚉ TM
Destroy all green creatures. Those creatures cannot be regenerated this turn.

Pestilence EN C ●●● ②⚉ L,U,R,4th,5th
⚉: Do 1 damage to each creature and all players. Bury Pestilence if there are no creatures in play at the end of any turn.

Pestilence Rats SC C ●● ②⚉ IA
* equals the number of other Rats in play. */3.

Phantasmal Fiend SC C ●●● ③⚉ AI
⚉: +1/-1 until end of turn. ①🔵: Switch Fiend's power and toughness until end of turn. 1/5.

Phyrexian Boon EC C ●●● ②⚉ AI
As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2.

Phyrexian Gremlins SC C ●●● ②⚉ AQ
⚉: Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.

Phyrexian Tribute SOR R ● ②⚉ MG
Sacrifice two creatures: Destroy target artifact.

Pillar Tombs of Aku EW R ●●● ②⚉⚉ VS
During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.

Pit Imp SC C ●● ⚉ TM
Flying. ⚉: Pit Imp gets +1/+0 until end of turn. You cannot spend more than ⚉⚉ in this way each turn. 0/1.

Pit Scorpion SC C ●● ②⚉ LG,4th,5th
If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.

Pit Spawn SC R ●●● ④⚉⚉⚉ EX
First strike. During your upkeep, pay ⚉⚉ or sacrifice Pit Spawn. If Pit Spawn damages any creature, remove that creature from the game. 6/4.

Plague Rats SC C ● ②⚉ L,U,R,4th,5th
Power and toughness equal number of Plague Rats in play. */*.

Plaguebearer SC R ●●● ①⚉ EX
X X ⚉: Destroy target nonblack creature with casting cost equal to X. 1/1.

Pox SOR R ●●● ⚉⚉⚉ IA,5th
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

Priest of Yawgmoth SC C ● ①⚉ AQ
⚉: Sacrifice an artifact and add ⚉ equal to its cost to your mana pool. 1/2.

Purraj of Urborg SL R ●●● ③⚉⚉ MG
First strike when attacking. ⚉: Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.

Python SC C ●● ①⚉⚉ VS
3/2.

Quagmire EN U ● ②⚉ LG
Creatures with swampwalk may be blocked as normal.

Rabid Rats SC C ●● ①⚉ SH
⚉: Target blocking creature gets -1/-1 until end of turn. 1/1.

Rag Man SC R ●● ②⚉⚉ DK,4th,5th
⚉⚉⚉, ⚉: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.

Rain of Tears SOR U ●●● ①⚉⚉ TM
Destroy target land.

Raise Dead SOR C ●●● ⚉ L,U,R,4th,5th
Bring a creature from your graveyard into your hand.

Rats of Rath SC C ●● ①⚉ TM
⚉: Destroy target artifact, creature, or land you control. 2/1.

Ravenous Vampire SC U ●●● ③⚉⚉ MG
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.

Razortooth Rats SC C ●● ②⚉ WL
Cannot be blocked except by artifact creatures and black creatures. 2/1.

Reanimate SOR U ●●● ⚉ TM
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.

Reckless Spite INS U ●●● ①⚉⚉ TM
Destroy two nonblack creatures. Lose 5 life.

Recurring Nightmare EN R ●● ②⚉ EX
Sacrifice a creature, Return Recurring Nightmare to owner's hand: Put target creature card from your graveyard into play. Play this ability as a sorcery.

Reign of Terror SOR U ●● ③⚉⚉ MG
Bury all white or green creatures. Lose 2 life for each creature.

Restless Dead SC C ●●● ①⚉ MG
⚉: Regenerate Restless Dead. 1/1.

Revenant SC R ●●● ④⚉ SH
Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. */*.

Ritual of the Machine SOR R ●●● ②⚉⚉ AI
Sacrifice a creature: Gain control of a non-black, non-artifact creature.

Royal Assassin SC R ●●●● ①⚉⚉ L,U,R,4th
⚉: Destroy any tapped creature. 1/1.

Sacrifice MS U ● ⚉ L,U,R
Sacrifice a creature to get ⚉ equal to that creature's casting cost.

Sadistic Glee EC C ●● ⚉ TM
Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.

Sarcomancy EN R ●● ⚉ TM
Put a 2/2 black Zombie token into play. During your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.

Scare Tactics INS C ●● ⚉ EX
All creatures you control get +1/+0 until end of turn.

Scathe Zombies SC C ● ②⚉ L,U,R,4th,5th
2/2. Zzzzzz...

Scavenging Ghoul SC U ●● ③⚉ L,U,R,4th
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.

Screeching Harpy SC U ●●● ②⚉⚉ TM
Flying. ①⚉: Regenerate Screeching Harpy. 2/2.

Season of the Witch EN R ● ⚉⚉⚉ DK
At end of each player's turn, bury all untapped creatures that could have attacked but didn't. Pay 2 life during upkeep or Season is destroyed.

Seizures EC C ●● ①⚉ IA
When target creature becomes tapped, that creature's controller must pay ③ or Seizures does 3 damage to him.

COMBOS UNGLED





Handcuffs and Soldier of Fortune: How to be annoying... Oh, let's count the ways. While Handcuffs can make using a Chaos Orb difficult, it makes shuffling a deck downright impossible. Never mind the mandatory three-card sacrifice—the look on your opponent's face is enough to make this combo a real winner.

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Sengir Autocrat SC R ●●● 3⚫ HL,5th
When Autocrat comes into play, put 3 smurf tokens into play. Smurf these as 0/1 black creatures. If Autocrat smurfs play, snuff your smurfs. 2/2.
Sengir Bats SC C ●● 1⚫⚫ HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2.
Sengir Vampire SC U ●●●● 3⚫⚫ L,U,R,4th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 4/4.
Serpent Warrior SC C ●● 2⚫ SH
When Serpent Warrior comes into play, lose 3 life. 3/3.
Servant of Volrath SC C ● 2⚫ TM
If Servant of Volrath leaves play, sacrifice a creature. 3/3.
Sewers of Estark INS R ●● 2⚫⚫ PR
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.
Sewer Rats SC C ●●● ⚫ MG
⚫, Pay 1 life: +1/+0 until end of turn. You cannot spend more than ⚫⚫⚫ in this way each turn. 1/1.
Shadow Guildmage SC C ●●● ⚫ MG
🔵, ◈: Put target creature you control on top of owner's library. 🔴 ◈: Guildmage deals 1 damage to any target and 1 damage to you. 1/1.
Shadow Rider SC C ●●● 2⚫⚫ WL
Flanking. 3/3.
Shallow Grave INS R ●●●● 1⚫ MG
Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.
Shattered Crypt SOR C ●● X⚫⚫ WL
Return X creatures from your graveyard to your hand and lose X life.
Shauku, Endbringer SL R ●● 5⚫⚫ MG
Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. ◈: Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.
Shimian Night Stalker SC U ●●● 3⚫⚫ LG, CH
⚫, ◈: Redirect damage done to you by an attacking creature to Stalker. 4/4.
Simulacrum INS U ●●● 1⚫ L,U,R,4th
Redirect all damage done to you this turn to one of your creatures.
Sinkhole SOR C ●●●● ⚫⚫ L,U
Destroy a land.
Skeleton Scavengers SC R ●●● 2⚫ SH
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay 1 for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers and put a +1/+1 counter on it. 0/0.
Skulking Ghost SC C ●●● 1⚫ MG
Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.
Skyshroud Vampire SC U ●●● 3⚫⚫ TM
Flying. Discard a creature card: Vampire gets +2/+2 until end of turn. 3/3.
Slaughter INS U ●●● 2⚫⚫ EX
Buyback—Pay 4 life. Destroy target nonblack creature. That creature cannot be regenerated this turn.
Soldevi Adnate SC C ●● 1⚫ AI
◈: Sacrifice a black or artifact creature to add an amount of ⚫ equal to that creature's casting cost to your mana pool. 1/2.
Songs of the Damned MS C ●● ⚫ IA
Add ⚫ to your mana pool for every creature in your graveyard.
Sorceress Queen SC R ●●●● 1⚫⚫ AN,R,4th,5th
◈: Target creature becomes 0/2 until end of turn. 1/1.
Soul Burn SOR C ●●● 2⚫ IA
Do one damage to any target for each ⚫ or 🔴 spent above the casting cost. Gain one life for each ⚫ spent in this way.
Soul Exchange SOR U ●●● ⚫⚫ FE
Remove a creature from the game to put a creature from your graveyard in play. Add a +2/+2 counter if you sacrificed a Thrull.
Soul Kiss EC C ●●● 2⚫ IA
◈: Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than ⚫⚫⚫ in this way each turn.
Soul Rend INS U ●●● 1⚫ MG
Bury target white creature. Cantrip.
Soulshriek INS C ●● ⚫ MG
Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.
Souldrinker SC U ●●● 3⚫ TM
Pay 3 life: Put a +1/+1 counter on Souldrinker. 2/2.
Spike Cannibal SC U ●● 1⚫⚫ EX
Comes into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures onto Cannibal. 0/0.
Spinal Graft EC C ●● 1⚫ TM
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn.
Spinning Darkness INS C ●●● 4⚫⚫ WL
You may remove the top 3 black cards in your graveyard from game instead of paying casting cost. Do 3 damage to target nonblack creature. Gain 3 life.
Spirit of the Night SL R ●●● 6⚫⚫⚫ MG
Flying, trample, protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.
Spirit Shackle EC U ●● ⚫⚫ LG,4th
Put a -0/-2 counter on target creature every time it taps.
Spoils of Evil INT R ●●● 2⚫ IA
Add 1 to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.
Spoils of War SOR R ●●● X⚫ IA
Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.
Stench of Decay INS C ●● 1⚫⚫ AI
All non-artifact creatures get -1/-1 until end of turn.
Stench of Evil SOR U ●●● 2⚫⚫ IA
Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay ⚫ for each point he wishes to prevent.
Stone-Throwing Devils SC C ●●● ⚫ AN
First strike. 1/1.
Strands of Night EN U ●●● 2⚫⚫ WL
⚫⚫, Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.
Stromgald Cabal SC R ●●●● 1⚫⚫ IA,5th
◈: Pay 1 life to counter a white spell. 2/2.
Stromgald Spy SC U ●●● 3⚫ AI
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.
Stronghold Assassin SC R ●●● 1⚫⚫ SH
◈, Sacrifice a creature: Destroy target nonblack creature. 2/1.
Stronghold Taskmaster SC U ●● 2⚫⚫ SH
All other black creatures get -1/-1. 4/3.

Stupor SOR U ●●●● 2⚫ MG
Opponent discards a card at random, then chooses and discards a card.
Suq'Ata Assassin SC U ●● 1⚫⚫ VS
Assassin cannot be blocked except by artifact or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.
Swamp Mosquito SC C ●● 1⚫ AI
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.
Syphon Soul SOR C ●● 2⚫ LG
Do 2 damage to all players except caster. Gain life equal to total damage dealt.
Tainted Specter SC R ●● 3⚫⚫ MG
Flying. 1⚫⚫, ◈: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.
Takklemaggot EC U ●● 2⚫⚫ LG, CH
Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takklemaggot becomes an enchantment and does 1 damage during upkeep to its last controller.
Tar Pit Warrior SC C ●●● 2⚫ VS
If Tar Pit Warrior is the target of a spell or effect, bury Warrior. 3/4.
Tendrils of Despair SOR C ● ⚫ WL
Sacrifice a creature: Target opponent chooses and discards two cards.
Terror INS C ●●●● 1⚫ L,U,R,4th,5th
Bury target creature. Cannot target black or artifact creatures.
Thrull Champion SC R ●● 4⚫ FE
All Thrulls get +1/+1. ◈: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.
Thrull Retainer EC U ●●● ⚫ FE,5th
Give target +1/+1. Sacrifice Retainer to regenerate the creature.
Thrull Surgeon SC C ●● 1⚫ EX
1⚫, Sacrifice Surgeon: Look at target player's hand and choose one of those cards. That player discards that card. Play this ability as a sorcery. 1/1.
Thrull Wizard SC U ● 2⚫ FE
1⚫: Counter black spell unless caster pays an additional ⚫ or 3. 1/1.

STUMPERS



Q: I am confused about Crystalline Sliver. Doesn't it prevent Slivers from sharing abilities with each other? —Theo Hosemann, Zurich, Switzerland

A: *No. While Crystalline Sliver shuts down targeted spells and abilities, it doesn't prevent continuous or nontargeted effects. A spell or ability is targeted only if it uses the word "target" or is a local enchantment. Wrath of God and Clot Sliver, for example, are nontargeted, while Incinerate and Prodigal Sorcerer's ability are targeted.*

• **Timmerian Fiends** SC R • 1⚫⚫ HL
⚫⚫⚫, Sacrifice Fiends: Bury target opponent's artifact and put it in your graveyard. Put Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.
Tombstone Stairwell EW R ●●● 2⚫⚫ MG
Cumulative Upkeep: 1⚫. During each player's upkeep, he puts into play a token for each creature in his graveyard. These tokens are 2/2 black creatures that are unaffected by summoning sickness and count as Zombies. Bury tokens at the end of any turn.
Torment EC C ●● 1⚫ SH
Enchanted creature gets -3/-0.
Torture EC C ●● ⚫ HL,5th
1⚫: Place a -1/-1 token on creature Torture enchants.
Tortured Existence EN C ●● ⚫ SH
◈, Choose and discard a creature card: Return target creature card from your graveyard to your hand.
Touch of Darkness INS U ● ⚫ LG
Change the color of one or more creatures to black until end of turn.
Touch of Death SOR C ●● 2⚫ IA,5th
Do 1 damage to any player and gain 1 life. Cantrip.
Tourach's Chant EN U ●● 1⚫⚫ FE
Whenever a player puts a forest into play Tourach's Chant deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.
Tourach's Gate EL R ● 1⚫⚫ FE
Sacrifice a Thrull to put three time counters on target land. Remove a counter during upkeep, burying Gate when there it has no time counters.
1: Tap land to give all your attacking creatures +2/-1 until end of turn.
Transmutation INS C ●●● 1⚫ LG, CH
Target creature's power and toughness are switched until end of turn.
Uncle Istvan SC U ●● 1⚫⚫⚫ DK,4th
All damage done to Uncle Istvan by creatures is reduced to zero. 1/3.

• **Underworld Dreams** EN U ●●●●● ⚫⚫⚫ LG
Do 1 damage to opponent for each card he draws.
Unholy Strength EC C ●●● ⚫ L,U,R,4th,5th
Target creature gains +2/+1.
Urborg Justice INS R ●●● ⚫⚫ WL
Target opponent buries a number of creatures he or she controls equal to the number of creatures put into graveyard from play so far this turn.
Urborg Mindsucker SC C ●● 2⚫ VS
⚫, Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.
Urborg Panther SC C ●●● 2⚫ MG
⚫, Sacrifice Panther: Destroy target creature blocking Panther. Sacrifice Feral Shadow, Breathstealer, and Urborg Panther: Search your library for Spirit of the Night and put it into play as though it were just played. 2/2.
Urborg Stalker SC R ●●●● 3⚫ WL
During each player's upkeep, if that player controls any non-land permanents that are not black, Stalker deals 1 damage to that player. 2/4.
Vampire Bats SC C ●● ⚫ LG,4th,5th
Flying. ⚫: Give Bats +1/+0 until end of turn. Only ⚫⚫ may be spent this way per turn. 0/1.
Vampire Hounds SC C ●● 2⚫ EX
Choose and discard a creature card: Vampire Hounds gets +2/+2 until end of turn. 2/2.
Vampiric Tutor INS R ●●●● ⚫ VS
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.
Vampirism EC U ●● 1⚫ VS
Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1. Cantrip.
Veldrane of Sengir SL R • 5⚫⚫ HL
1⚫⚫: Veldrane gets Forestwalk and -3/-0. 5/5.
Volrath's Dungeon EN R ●●● 2⚫⚫ EX
Any player may pay 5 life during his or her turn to destroy Volrath's Dungeon. Choose and discard a card: Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.
Wake of Vultures SC C ●● 3⚫ VS
Flying. 1⚫, Sacrifice a creature: Regenerate Wake of Vultures. 3/1.
Walking Dead SC C ●●● 1⚫ LG
⚫: Regenerate Walking Dead. 1/1.
Wall of Bone SC U ●● 2⚫ L,U,R,4th,5th
⚫: Regenerate Wall of Bone. 1/4.
Wall of Corpses SC C ●● 1⚫ MG
⚫, Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.
Wall of Putrid Flesh SC U ●● 2⚫ LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.
Wall of Shadows SC C ●● 1⚫⚫ LG, CH
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.
Wall of Souls SC U ●●● 1⚫ SH
Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent. 0/4.
Wall of Tombstones SC U ● 1⚫ LG
=the number of creatures in your graveyard. 0/1+.
Warp Artifact EA R ●● ⚫⚫ L,U,R,4th,5th
Do 1 damage to target artifact's controller during upkeep.
Wave of Terror EN R ●● 2⚫ WL
CU: 1. At the end of your upkeep, bury each creature with casting cost equal to Wave of Terror's last paid cumulative upkeep.
Weakness EC C ●● ⚫ L,U,R,4th,5th
Target creature loses -2/-1.
Wicked Reward INS C ●● 1⚫ VS
Sacrifice a creature: Target creature gets +4/+2 until end of turn.
Will-O'-The-Wisp SC R ●●●● ⚫ L,U,R,4th
Flying. ⚫: Regenerate Will-O'-The-Wisp. 0/1.
Withering Boon INT U ●●● 1⚫ MG
Pay 3 life: Counter target summon spell.
Withering Wisps EN U ●●● 1⚫⚫ IA
⚫: Do 1 damage to all creatures and players. You cannot spend more ⚫ than the number of snow-covered swamps you control. Destroy if there are no creatures in play at end of turn.
Word of Binding SOR C ●●● X⚫⚫ DK,4th
Top X creatures.
Word of Command INS R ●● ⚫⚫ L,U
Play any card from opponent's hand using his available lands.
Worms of the Earth EN R • 2⚫⚫⚫ DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.
Wretched, The SC R ●●● 3⚫⚫ LG,CH,5th
After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5.
Xenic Poltergeist SC R ●●● 1⚫⚫ AQ,4th,5th
◈: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.
Yawgmoth Demon SC R ●● 4⚫⚫ AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts or Yawgmoth Demon taps and does 2 damage to you. 6/6.
Zombie Master SC R ●● 1⚫⚫ L,U,R,4th,5th
All zombies in play gain swampwalk and may regenerate for ⚫. 2/3.
Zombie Mob SC U ●●● 2⚫⚫ MG
Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.
Zombie Scavengers SC C ●●● 2⚫ WL
Remove top card in your graveyard from the game: Regenerate. 3/1.

BLUE

Abduction EC U ●●● 2🔵🔵 WL
Untap enchanted creature. Gain control of enchanted creature. If creature is put into any graveyard, put that creature into play under its owner's control.
Abjure INS C ●● 🔵 WL
Sacrifice a blue permanent: Counter target spell.
Acid Rain SOR R ●●● 3🔵 LG
Destroy all forests in play.
Æther Storm EN U ●●● 3🔵 HL,5th
No summon spells may be cast. Anyone may pay 4 life to bury Storm.
Æther Tide SOR C ● X🔵 EX
Choose and discard X creature cards: Return X target creatures to their owner's hand.
Air Elemental SC U ●●● 3🔵🔵 L,U,R,4th,5th
Flying. 4/4.

MAGIC The Gathering®

players guide

Name — Description — Kind — CR — Rating — Cost — Sets Found

Amnesia SOR U ●●●● {3}{●}{●}{●} DK
Look at target player's hand. Target discards all non-land cards.

Ancestral Knowledge EN R ●●●● {1}{●} WL
CU: {1}. Look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.

Ancestral Memories SOR R ●●● {2}{●}{●}{●} MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.

• **Ancestral Recall** INS R ●●●●● {●} L,U
Target player draws three cards.

Animate Artifact EA U ●● {3}{●} L,U,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.

Anti-Magic Aura EC C ●●● {2}{●} LG,5th
Destroy all enchantments on target creature. Enchant creature cannot be targeted by any other instants, sorceries, or enchantments.

Apathy EC C ●●● {●} WL
Enchanted creature does not untap during its controller's untap phase. During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.

Apprentice Wizard SC C ●● {1}{●}{●} DK,4th
{●}, {T}: Add {3} to your mana pool. 0/1.

Arcane Denial INT C ●●●● {1}{●} AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn. Cantrip.

Argivian Restoration SOR U ●● {2}{●}{●} WL
Put target artifact card from your graveyard into play.

Arnjlot's Ascent EN C ●● {1}{●}{●} IA
CU: {●}, {1}: Target creature gains flying until end of turn.

Betrayal EC C ●● {●} VS
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.

Binding Grasp EC U ●●● {3}{●} IA,5th
Pay {1}{●} during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

Blue Elemental Blast INT C ●●●● {●} L,U,R,4th
Counter a red spell being cast or destroy a red card in play.

Boomerang INS C ●●● {●}{●} LG,CH,MG,5th
Return target permanent to owner's hand.

• **Braingeyser** SOR R ●●●● {X}{●}{●} L,U,R
Target player must draw X cards.

Brainstorm INS C ●●● {●} IA,5th
Draw three cards, then put any two cards from your hand on top of your library in any order.

Breath of Dreams EN U ●● {2}{●}{●} IA
CU: {●}. Green creatures require an additional CU: {1}.

Breezekeeper SC C ●●● {3}{●} VS
Flying, phasing. 4/4.

Brine Hag SC U ● {2}{●}{●} LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2 permanently. 2/2.

Browse EN U ●●● {2}{●}{●} AI
{2}{●}{●}: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.

Capsize INS C ●●●● {1}{●}{●} TM
Buyback {3}. Return target permanent to owner's hand.

Cerulean Wyvern SC U ●●● {4}{●} MG
Flying, protection from green. 3/3.

Chain Stasis INS R ●● {●} HL
Tap or untap target creature. Controller of target creature may pay {2}{●} to have Chain Stasis tap or untap another target creature.

Chill EN U ●●● {1}{●} TM
Red spells cost an additional {2} to play.

Chronatog SC R ●●● {1}{●} VS
Skip next turn: Chronatog gets +3/+3 until end of turn. Use only once each turn. 1/2.

Clairvoyance INS C ●● {●} IA
Look at target player's hand. Draw a card at beginning of next turn.

Cloak of Invisibility EC C ●●● {●} MG
Enchanted creature gains phasing and can only be blocked by Walls.

Clone SC U ●●●● {3}{●} L,U,R
Clone acquires all characteristics, including color, of target creature. */*.

Cloud Djinn SC U ●● {5}{●} WL
Flying. Cloud Djinn can block only creatures with flying. 5/4.

Cloud Elemental SC C ●● {2}{●} VS
Flying. Cloud Elemental can block only creatures with flying. 2/3.

Cloud Spirit SC C ●● {2}{●} SH
Flying. Cloud Spirit can block only creatures with flying. 3/1.

Contempt EC C ●● {1}{●} SH
If enchanted creature attacks, return that creature and Contempt to owner's hand at end of combat.

Control Magic EC U ●●●● {2}{●}{●} L,U,R,4th
Gain control of target creature as long as Control Magic remains on creature.

• **Copy Artifact** EN R ●●●●● {1}{●} L,U,R
Duplicate any artifact in play. Treat as both an enchantment and an artifact.

Coral Fighters SC U ●● {1}{●} MG
If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.

Coral Reef EN C ●● {●}{●} HL
Put 4 polyp counters on Reef. {0}: Sacrifice an island for 2 polyps. {●}: Place a +0/+1 counter on a blue creature you control. Remove 1 polyp.

Counterspell INT C ●●●●● {●}{●} L,U,R,4TH,IA,5th,TM
Counter target spell as it is being cast.

Creature Bond EC C ●● {1}{●} L,U,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.

Cunning EC C ●● {1}{●} EX
Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice Cunning at end of turn.

Curiosity EC U ●● {●} EX
If enchanted creature damages an opponent, you may draw a card.

Dance of Many EN R ●●● {●}{●} DK,CH,5th
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay {●}{●} during upkeep or destroy Dance of Many.

Dandan SC C ●● {●}{●} AN,CH,5th
Islandhome. 4/1.

Daring Apprentice SC R ●●● {1}{●}{●} MG
{●}, Sacrifice Daring Apprentice: Counter target spell. 1/1.

Dark Maze SC C ●● {4}{●} HL,5th
{0}: Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.

Deep Spawn SC U ●● {5}{●}{●} FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn. {●}: Spawn may not be target of spells or effects until end of turn. Tap Spawn if it was untapped. Does not untap as normal during your next untap. 6/6.

Deep Water EN C • {●}{●} DK
{●}: All mana-producing lands under your control produce {●} until end of turn instead of their usual mana.

Deflection INT R ●●●● {3}{●} IA,5th
Target spell with one target now targets a legal target of your choice.

Desertion INT R ●●●● {3}{●}{●} VS
Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.

Devouring Deep SC C ●● {2}{●} LG
Islandwalk. 1/2.

Diminishing Returns SOR U ●●●● {2}{●}{●} AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards of your library from game. Each player draws up to 7 cards.

Dismiss INT U ●●●● {2}{●}{●} TM
Counter target spell. Draw a card.

Disrupt INS C ●● {●} WL
Counter target instant, interrupt, or sorcery spell unless its caster pays an additional {1}. Draw a card.

Dissipate INT U ●●●● {1}{●}{●} MG
Counter target spell. Remove that card from the game.

Dominating Licid SC R ●●● {1}{●}{●} EX
{1}{●}{●}, {T}: Licid loses this ability and becomes a creature enchantment that reads "Gain control of enchanted creature." Move Dominating Licid onto target creature. You may pay {●} to end this effect. 1/1.

Dralnu's Restoration SOR C ●● {●} AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.

Drain Power SOR R ●●● {●}{●} L,U,R,4th,5th
Tap opponent's lands for mana and draw all mana in his pool into yours.

Dream Cache SOR C ●●● {2}{●} MG,TM
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.

Dream Coat EC U ●● {●} LG
During your upkeep you may change target creature's color.

Dream Fighter SC C ●●● {2}{●} MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.

Dream Halls EN R ●● {3}{●}{●} SH
Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0.

Dream Prowler SC C ●●● {2}{●}{●} SH
Dream Prowler is unblockable as long as no other creatures are attacking. 1/5.

Dream Tides EN U ●● {2}{●}{●} VS
Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional {2} during his or her upkeep to untap that creature.

Dreams of the Dead EN U ●● {3}{●} IA
{1}{●}: Put a white or black creature from your graveyard into play. That creature now has CU: {2}. If creature leaves play, remove it from game.

Drowned SC C ●● {1}{●} DK
{●}: Regenerates. 1/1.

Duplicity EN R ●● {3}{●}{●} TM
When Duplicity comes into play, put the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.

Elder Spawn SC R • {4}{●}{●}{●} LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.

Electric Eel SC U ●● {●} DK
{●}{●}: +2/+0 and Eel does 1 damage to you. 1/1.

Enchantment Alteration INS U ●●● {●} LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.

Energy Flux EN U ●●● {2}{●} AQ,R,4th,5th
Each artifact requires {2} during upkeep or it must be destroyed.

Energy Tap SOR C ●● {●} LG,4th
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.

Energy Vortex EN R ●● {3}{●}{●} MG
At beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays {1} for each counter on Vortex, or takes 3 damage. {X}: Put X counters on Vortex. Use this ability only during your upkeep.

Enervate INS C ●● {1}{●} IA,5th
Tap target creature, land, or artifact. Cantrip.

Ephemeron SC R ●●● {4}{●}{●} EX
Flying. Choose and discard a card: Return Ephemeron to owner's hand. 4/4.

Equilibrium EN R ●●●● {1}{●}{●} EX
Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

Erosion EL C ●● {●}{●}{●} DK,4th
Destroy target land unless controller pays {1} or pays 1 life during upkeep.

Errant Minion EC C ●● {2}{●} IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay {1} for each damage he wishes to prevent.

Ertai, Wizard Adept SL R ●●● {2}{●} EX
Ertai, Wizard Adept counts as a Wizard. {2}{●}{●}, {T}: Counter target spell. Play this ability as an interrupt. 1/1.

Ertai's Familiar SC R ●● {1}{●} WL
Phasing. If Ertai's Familiar leaves play, place the top 3 cards of your library into your graveyard. {●}: Ertai's Familiar cannot phase out until the beginning of your next upkeep. 2/2.

Ertai's Meddling INT R ●●●● {X}{●} TM
When target spell is successfully cast, put X delay counters on it. X cannot be 0. During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves.

Escaped Shapeshifter SC R ●●● {3}{●}{●} TM
As long as your opponent controls any creatures with flying, Shapeshifter gains flying. The same for first strike, trample, and protection from any color. 3/4.

COMBOS UNGLED





Mine, Mine, Mine and Eureka: Step 1: Draw your deck. Step 2: Cast Eureka. Step 3: Put your deck into play. Whee!! If you can't find a way to win the game at this point, what kinda deck you usin'? For maximum effectiveness, always be sure to activate your Feldon's Cane before you cast Mine, Mine, Mine. Now gimme, gimme, gimme the game.

Key

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

Essence Flare EC C ●●● {R} IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.

Ether Well INS U ●●● {3}{B} MG
Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.

Evacuation INS R ●●● {3}{U}{U} SH
Return all creatures to owners' hands.

Fade Away SOR C ●● {2}{R} EX
For each creature, that creature's controller pays {1} or sacrifices a permanent.

False Demise EC U ●●● {2}{B} AI
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.

Feedback EE U ●● {2}{U} L,U,R,4th,5th
Do 1 damage to controller of target enchantment during upkeep.

Field of Dreams EW R ●●● {G} LG
The top card in every library must always be face up.

Fighting Drake SC U ●● {2}{U}{U} TM
Flying. 2/4.

Fishliver Oil EC C ●● {1}{B} AN, CH
Give target creature islandwalk.

Flash INS R ●●● {1}{G} MG
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to {2}. If you cannot, bury the creature.

Flash Counter INT C ●●● {1}{U} LG
Counter target interrupt or instant spell.

Flash Flood INS C ● {R} LG, CH
Destroy target red permanent or return target mountain to owner's hand.

Flight EC C ●●● {R} L,U,R,4th,5th
Target creature now has flying.

Flood EN C ●●● {R} DK,4th,5th
{U}{U}: Tap target non-flying creature.

Flooded Shoreline EN R ●● {U}{B} VS
{U}{B}, Return two islands you control to owner's hand: Return target creature to owner's hand.

Floodgate SC U ●●● {3}{U} MG
If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.

Flux SOR C ●●● {2}{U} WL
Each player chooses and discards any number of cards, then draws that many cards. Draw a card.

Flying Men SC C ●●● {R} AN
Flying. 1/1.

Fog Elemental SC C ●●● {2}{U} WL
Flying. If Elemental attacks or blocks, bury it at end of combat. 4/4.

Forbid INT U ●●●● {1}{B}{B} EX
Buyback—Choose and discard two cards. Counter target spell.

Force of Will INT U ●●●●● {3}{B}{B} AI
You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.

Force Spike INT C ●● {R} LG,5th
Counter target spell unless its caster spends {1}.

Force Void INT U ● {2}{U} IA
Counter target spell unless its caster spends {1}. Cantrip.

Foreshadow INS U ●● {1}{G} VS
Name a card. Put top card from target opponent's library into his graveyard. If that card is the one named, draw the card. Cantrip.

Foresight SOR C ● {1}{U} AI
Search your library for any three cards and remove them from the game. Draw a card at the beginning of the next turn's upkeep.

Forget SOR R ●● {U}{U} HL,5th
Target player discards two cards and then draws two cards.

Fylamarid SC U ●●● {1}{B}{B} TM
Flying. Fylamarid cannot be blocked by blue creatures. {B}: Target creature is blue until end of turn. 1/3.

Gaseous Form EC C ●● {2}{B} LG,4th,5th,TM
Target creature neither deals nor receives damage in combat.

Ghost Ship SC U ●●● {2}{B}{B} DK,4th
Flying. {B}{B}{B}: Regenerates. 2/4.

Giant Albatross SC C ●● {1}{B} HL
Flying. {1}{B}: Bury all creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Albatross dies. 1/1.

Giant Crab SC C ●● {4}{B} TM
{B}: Until end of turn, Crab cannot be the target of spells or abilities. 3/3.

Giant Oyster SC U ●●● {2}{B}{B} HL
You may leave Oyster tapped. {B}: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a - 1/-1 counter on creature. If Oyster leaves play, all counters are discarded. 0/3.

Giant Shark SC C ● {5}{U} DK
Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn. 4/4.

Giant Tortoise SC C ●● {1}{U} AN,4th
+0/+3 while untapped. 1/1.

Glacial Wall SC U ●● {2}{U} IA,5th
0/7.

Gliding Licid SC U ●● {2}{U} SH
{U}, {B}: Gliding Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Licid onto target creature. You may pay {U} to end this effect. 2/2.

Glyph of Delusion INS C ● {U} LG
Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.

Hakim, Loreweaver SL R ●●● {3}{U}{U} MG
Flying. {U}{B}: Put target creature enchantment from your graveyard on Hakim. Use only during your upkeep and only if there are no enchantments on Hakim. {U}{B}, {B}: Destroy all enchantments on Hakim. 2/4.

Hammerhead Shark SC C ●● {1}{U} SH
Shark cannot attack unless defending player controls any islands. 2/3.

Harmattan Efreet SC U ●●● {2}{R}{R} MG
Flying. {1}{R}{R}: Target creature gains flying until end of turn. 2/2.

Hesitation EN U ●●●● {1}{B} SH
If any spell is played, counter that spell and sacrifice Hesitation.

High Tide INS C ● {U} FE
All islands produce another {U} until end of turn.

Homarid SC C ● {2}{U} FE
Put a counter on Homarid when it comes into play and during upkeep. Homarid gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are 4 counters on Homarid. 2/2.

Homarid Shaman SC R ●●● {2}{U}{U} FE
{U}: Tap target green creature. 2/1.

Homarid Spawning Bed EN U ●●● {U}{U} FE
{1}{U}{U}: Sacrifice a blue creature to put X Camarids, 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.

Homarid Warrior SC C ●● {2}{U} FE,5th
{U}: Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap. 3/3.

Horned Turtle SC C ●● {2}{U} TM
1/4.

Hurkyl's Recall INS R ●●● {1}{U} AQ,R,4th,5th
Return all artifacts in play controlled by target player to owner's hand.

Hydroblast INT C ●●●● {U} IA,5th
Counter a spell being cast or destroy a red permanent if it's red.

Iceberg EN U ●● {S} {U} IA
Put X counters on Iceberg when it comes into play. {S}: Put a counter on Iceberg. {U}: Remove a counter to add 1 to your mana pool.

Icy Prison EN R ●● {U}{U} IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay {S} to prevent this.

Illusionary Forces SC C ●● {3}{U} IA
Flying. CU: {U}. 4/4.

Illusionary Presence SC R ●● {1}{U}{U} IA
CU: {U}. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.

Illusionary Terrain EN U ●●● {U}{U} IA
CU: {2}. All basic lands of one type are changed to basic lands of a different type of your choice.

Illusionary Wall SC C ●● {4}{U} IA
Flying, first strike. CU: {U}. 7/4.

Illusions of Grandeur EN R ●● {3}{U} IA
CU: {2}. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.

Impulse INS C ●●● {1}{U} VS
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.

STUMPERS



Q: Can I use Sleight of Mind on a Scragnoth while it is being cast to change its Protection from Blue?—Dan Weick, St. Charles, Ill.

A: *Yes. Although the Scragnoth cannot be countered while it is being cast, it can still be interrupted. The protection from blue ability doesn't take effect until it reaches play, so it is still a legal target for Sleight of Mind.*

In the Eye of Chaos EW R ● {2}{R} LG
Counter all instants and interrupts unless caster pays an extra {X}, where X is the cost of the spell being cast.

Infuse INS C ● {2}{U} IA
Untap target artifact, creature or land. Cantrip.

Insight EN U ●●● {2}{U} TM
Whenever target opponent successfully casts a green spell, draw a card.

Inspiration INS C ●● {3}{U} VS
Target player draws two cards.

Interdict INT U ●●● {1}{B} TM
Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.

Intuition INS R ●●●● {2}{B} TM
Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.

Intruder Alarm EN R ●●● {2}{U} SH
Creatures do not untap during their controllers' untap phases. Whenever any creature comes into play, untap all creatures.

Invisibility EC C ●●● {U}{U} L,U
Target creature may only be blocked by walls.

Invoke Prejudice EN R ●●● {B}{B}{B}{B} LG
Counter an opponent's summon spell of a color different from one of your creatures unless he pays an extra {X}, where X is the cost of the spell.

Island Fish Jasconius SC R ●● {4}{U}{U}{U} AN,R,4th
Islandhome. Pay {U}{U}{U} during upkeep to untap. 6/8.

Jinx INS C ●● {1}{B} HL
Target land becomes basic land of your choice until end of turn. Cantrip.

Jolt INS C ●● {2}{R} MG
Tap or untap target artifact, creature or land. Cantrip.

Jump INS C ● {U} L,U,R,4th
Target creature has flying until end of turn.

Juxtapose SOR R ●●● {3}{U} LG,CH,5th
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then do the same for artifacts.

Keeper of the Mind SC U ●●● {U}{U} EX
{U}, {T}: Draw a card. Play this ability only if target opponent has at least two more cards in hand than you. 1/2.

Killer Whale SC U ●●● {3}{U}{U} EX
{U}: Killer Whale gains flying until end of turn. 3/5.

Knight of the Mists SC C ●●● {2}{B} VS
Flanking. When Knight comes into play, pay {B} or bury target Knight. 2/2.

Krovikan Sorcerer SC C ●●● {2}{B} IA,5th
{T}: Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1.

Kukemssa Pirates SC R ●●● {3}{U} MG
If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2.

Kukemssa Serpent SC C ●●● {3}{U} MG
Islandhome. {U}, Sacrifice an island: Target land an opponent controls is an island until end of turn. 4/3.

Labyrinth Minotaur SC C ●● {3}{B} HL,5th
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4.

Land Equilibrium EN R ●●●● {2}{U}{U} LG
If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.

Lat-Nam's Legacy INS C ●● {1}{B} AI
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.

Leap INS C ●● {U} SH
Target creature gains flying until end of turn. Draw a card.

Legacy's Allure EN U ●●● {U}{B} TM
During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure.

Legerdemain SOR U ●●● {2}{U}{B} TM
Permanently exchange control of target artifact or creature for control of target permanent of the same type.

Leviathan SC R ●● {5}{U}{U}{U}{U} DK,4th,5th
Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack. 10/10.

Library of Lat-Nam SOR R ●●●● {4}{B} AI
Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.

Lifetap EN U ●●● {B}{B} L,U,R,4th,5th
Gain 1 life whenever opponent taps a forest.

Lord of Atlantis SC R ●● {B}{B} L,U,R,4th,5th
All Merfolk in play gain islandwalk and +1/+1. 2/2.

Magical Hack INT R ●● {B} L,U,R,4th,5th
Change the text of a card being played or in play by switching one basic land type with another.

Magus of the Unseen SC R ●●●● {1}{B} IA,5th
{1}{B}, {T}: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it is unaffected by summoning sickness. Artifact returns to its owner tapped at end of turn. 1/1.

Mahamoti Djinn SC R ●●●● {4}{U}{U} L,U,R,4th
Flying. 5/6.

Man-o'-War SC C ●●●● {2}{U} VS
When Man-o'-War comes into play, return target creature to owner's hand. 2/2.

Mana Breach EN U ●● {2}{B} EX
Whenever any player plays a spell, that player returns a land he or she controls to owner's hand.

Mana Chains EC C ●●● {B} WL
Enchanted creature gains "Cumulative upkeep: {1}."

Mana Drain INT U ●●●●● {U}{U} LG
Counter target spell. At the beginning of your next main phase, add to your mana pool colorless mana equal to casting cost of spell.

Mana Leak INT C ●●●● {1}{U} SH
Counter target spell unless its caster pays an additional {3}.

Mana Severance SOR R ●●● {1}{B} TM
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.

Mana Short INS R ●●● {2}{U} L,U,R,4th
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.

Mana Vortex EN R ●● {1}{B}{B} DK
Sacrifice a land when casting Vortex. All players must sacrifice a land during upkeep. Vortex is destroyed when there are no lands in play.

Manta Ray SC C ●● {1}{U}{U} WL
Islandhome. Cannot be blocked except by blue creatures. 3/3.

Manta Riders SC C ●● {B} TM
{U}: Manta Riders gains flying until end of turn. 1/1.

Marjhan SC R ●● {5}{U}{U} HL
Islandhome. Does not untap as normal. {U}{U}: Sacrifice a creature to untap Marjhan. Use only during your upkeep. {U}{U}: -1/-0 until the end of turn. Do 1 damage to target attacking creature without flying. 8/8.

Mask of the Mimic INS U ●●● {U} SH
Sacrifice a creature: Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.

Mawcor SC R ●●● {3}{B}{B} TM
Flying. {B}: Mawcor deals 1 damage to target creature or player. 3/3.

Meddle INT U ●●● {1}{B} MG
Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.

Meditate INS R ●●●● {2}{U} TM
Skip your next turn: Draw four cards.

Memory Lapse INT C ●●● {1}{U} HL,MG,5th
Counter target spell. Put that spell on top of its owner's library.

Merchant Scroll SOR C ●●● {1}{U} HL
Search your library for a blue instant or interrupt and add it to your hand.

Merchant Ship SC R ●● {U} AN
Islandhome. Gain two life if Merchant Ship attacks and is not blocked. 0/2.

Merfolk Assassin SC U ●●● {U}{B} DK
{B}: Destroy target creature that has islandwalk. 1/2.

Merfolk Looter SC C ●● {1}{U} EX
{T}: Draw a card, then choose and discard a card. 1/1.

Merfolk of the Pearl Trident SC C ● {U} L,U,R,4th,5th
1/1.

Merfolk Raiders SC C ●●● {1}{U} MG
Phasing, islandwalk. 2/3.

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players guide

Merfolk Seer SC C •• 2● MG
1●: Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.

Merfolk Traders SC C •• 1● WL
When Merfolk Traders comes into play, draw a card, then choose and discard a card. 1/2.

Merseine EC C •• 2●● FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove a counter.

Mesmeric Trance EN R •• 1●● IA
CU: 1. ●: Discard a card from your hand to draw a card.

Mind Bend INS U •••• ● MG
Change the text of target permanent by replacing all instances of one color word or basic land type with another.

Mind Bomb SOR U •• ● DK,4th,5th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.

Mind Games INS C •• ● SH
Buyback 2●. Tap target artifact, creature, or land.

Mind Harness EC U ••• ● MG
CU 1. Gain control of target red or green creature.

Mind Over Matter EN R •• 2●●● EX
Choose and discard a card: Tap or untap target artifact, creature, or land.

Mirozel SC U •• 3● EX
Flying. If Mirozel is the target of any spell or ability, return Mirozel to owner's hand. 2/3.

Mistfolk SC C •• ●● IA
●: Counter any spell that targets Mistfolk. 1/2.

Mist Dragon SC R ••• 4●● MG
1: Flying. 1: Loses Flying. 3●●: Mist Dragon phases out. 4/4.

Mnemonic Sliver SC U ••• 2● TM
Each Sliver gains "2, Sacrifice this creature: Draw a card." 2/2.

Musician SC R •• 2● IA
CU: 1. ⟲: Put a counter on target creature. During its controller's upkeep, he pays 1 for each counter or the creature is destroyed. 1/1.

Mystical Tutor INS U •••• ● MG
Search your library for an instant, interrupt, mana source, or sorcery and reveal that card to all players. Put the card back on top of your library.

Mystic Decree EW R ••• 2●● HL
All creatures lose flying and islandwalk.

Mystic Might EL R • ● IA
CU: 1●. 1: Tap land to give a creature +2/+2 until end of turn.

Mystic Remora EN C ••• ● IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay 4 to counter this effect.

Mystic Veil EC C ••• 1● VS
You may play Mystic Veil as an instant; if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.

Narwhal SC R •• 2●● HL
First strike, Protection from red. 2/2.

Noble Benefactor SC U ••• 2● WL
If Benefactor is put into any graveyard from play, each player may search his or her library for one card and put that card into his or her hand. 2/2.

Oath of Scholars EN R •••• 3● EX
During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his hand and draw three cards.

Old Man of the Sea SC R ••• 1●● AN
⟲: Gain control of creature with power less than or equal to the Old Man's power. You may choose not to untap Old Man during your untap phase. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's power. 2/3.

Ophidian SC U •••• 2● WL
1: Draw a card. Ophidian deals no combat damage this turn. Use this ability only if Ophidian is attacking and only once each turn. 1/3.

Ovinomancer SC U •• 2● VS
When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer. ⟲, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.

Paradigm Shift SOR R •• 1● WL
Remove all cards in your library from the game. Shuffle your graveyard into your library.

Part Water SOR U •• ⊗⊗● LG
Give X target creatures islandwalk until end of turn.

Pendrell Mists EN R ••• 3● WL
Each creature gains "During your upkeep, pay 1 or bury this creature."

Phantasmal Forces SC U •• 3● L,U,R,4th,5th
Flying. Pay ● during upkeep or Phantasmal Forces is destroyed. 4/1.

Phantasmal Mount SC U ••• 1● IA
Flying. ⟲: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.

Phantasmal Sphere SC C •• 1● AI
Flying. At the beginning of your upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay 1 for each counter or bury Sphere. If Sphere leaves play, put an Orb token into play under opponent's control. Treat token as a */* blue flying creature, where * is the number counters on Sphere. 0/1.

Phantasmal Terrain EL C ••• ●● L,U,R,4th,5th
Target land switches to any basic land type chosen by caster.

Phantom Monster SC U ••• 3● L,U,R,4th,5th
Flying. 3/3.

Phantom Warrior SC U •••• 1●● WL
Phantom Warrior is unblockable. 2/2.

Phantom Wings EC C ••• 1● WL
Enchanted creature gains flying. Sacrifice Phantom Wings: Return enchanted creature to owner's hand.

Pirate Ship SC R ••• 4● L,U,R,4th,5th
Islandhome. ⟲: Do 1 damage to any target. 4/3.

Polar Kraken SC R ••• 8●●● IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.

Political Trickery SOR R •••• 2● MG
Exchange control of one of your lands for one of opponent's lands.

Polymorph SOR R ••• 3● MG
Bury target creature. It's controller reveals cards from top of his library until a creature card is revealed, then puts the creature into play under his control as if it were just played. The player shuffles all other revealed cards into library.

Portent SOR C ••• ● IA,5th
You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Cantrip.

Power Artifact EA U •• ●● AQ
Reduce the activation cost of a target artifact by 2 to a minimum of 1.

Power Leak EE C • 1● L,U,R,4th
Enchantment's controller must pay 2 during upkeep or Power Leak does 1 damage to him for each unpaid mana.

Power Sink INT C •••• ⊗● L,U,R,4TH,IA,MG,5th,TM
Counter target spell unless its caster spends ⊗. Spell's caster must spend all mana from lands and mana pool until X is met.

Precognition EN R ••• 4● TM
During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.

Prismatic Lace INS R ••• ● MG
Target permanent becomes the color(s) of your choice.

Prodigal Sorcerer SC C ••• 2● L,U,R,4th,5th
⟲: Prodigal Sorcerer deals 1 damage to target creature or player. 1/1.

Propaganda EN U ••• 2● TM
Each turn, each creature cannot attack unless its controller pays an additional 2 for that creature.

Prosperity SOR U ••• ⊗● VS
Each player draws ⊗ cards.

Psionic Blast INS U •••• 2● L,U
Do 4 damage to any target and 2 damage to you.

Psionic Entity SC R •• 4● LG,4th
⟲: Do 2 damage to any target and 3 damage to itself. 2/2.

Psychic Allergy EN R •• 3●● DK
Choose a color when cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.

Psychic Purge SOR C •• ● LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent loses 5 life.

Psychic Transfer SOR R •• 4● MG
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.

Psychic Venom EL C •• 1● L,U,R,4th,5th
Do 2 damage to target land's controller whenever the land is tapped.

Psychic Vortex EN R ••• 2●● WL
CU: Draw a card. At the end of each of your turns, sacrifice a land and discard your hand.

Puppet Master EC U •• ●●● LG, CH
If creature goes to the graveyard, return it to its owner's hand. You may pay ●●● to return Master to its owner's hand if this happens.

Rainbow Efreet SC R ••• 3● VS
Flying. ●●: Rainbow Efreet phases out. 3/1.

Ransack SOR U •• 3● SH
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top.

Ray of Command INS C ••• 3● IA,MG,5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.

Ray of Erasure INS C • ● IA
Target player puts the top card of his library in his graveyard. Cantrip.

Reality Ripple INS C •• 1● MG
Target artifact, creature, or land phases out.

Reality Twist EN R •• ●●● IA
CU: 1●●. Instead of their normal mana, plains produce, swamps produce, mountains produce, and forests produce.

Rebound INT U ••• 1● SH
Target spell, which targets only a single player, targets another play of your choice instead.

• Recall SOR U •••• ⊗⊗● LG,CH,5th
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then ... Recall from game.

Reconstruction SOR C ••• ● AQ,R
...ng an artifact from your graveyard into your hand.

Reef Pirates SC C •• 1●● HL,5th
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.

Reins of Power INS R •••• 2●● SH
You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.

Relearn SOR U ••• 1●● WL
Return target instant, interrupt, or sorcery from your graveyard to your hand.

Relic Bind EA R •• 2● LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.

Remove Soul INT C ••• 1● LG,CH,5th
Counter target summon spell.

Reset INT U •• ●● LG
Untap all your lands. May only be played during opponent's turn.

Reveka, Wizard Savant SL R •• 2●● HL
⟲: Do 2 damage to any target. Reveka does not untap next turn. 0/1.

Reverberation INS R •• 2●● LG
Redirect damage from a sorcery to its caster.

Riptide INS C • ● DK
Tap all blue creatures.

River Merfolk SC R ••• ●● FE
●: Give River Merfolk mountainwalk until end of turn. 2/1.

Robe of Mirrors EC C ••• ● EX
Enchanted creature cannot be the target of spells or abilities.

Rootwater Diver SC U •• ● TM
⟲, Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand. 1/1.

Rootwater Hunter SC C ••• 2● TM
⟲: Rootwater Hunter deals 1 damage to target creature or player. 1/1.

Rootwater Matriarch SC R ••• 2●● TM
⟲: Gain control of target creature as long as that creature has any enchantments on it. 2/3.

Rootwater Mystic SC C •• ● EX
1●: Look at the top card of target player's library. 1/1.

Rootwater Shaman SC R ••• 2● TM
You may play creature enchantments whenever you could play an instant. 2/2.

Sage of Lat-Nam SC C •• 1● AQ
⟲, Sacrifice an artifact: Draw a card.1/1.

Sage Owl SC C ••• 1● WL
Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.

Sandbar Crocodile SC C ••• 4● MG
Phasing. 6/5.

COMBOS UNGLUED





The Cheese Stands Alone and Jokulhaups: Talk about cheesy. To get this combo working all you have to do is get The Cheese Stands Alone enchantment in play and keep him alive long enough to filter through your hand and cast Jokulhaups as your last card. Boom! Game over. As long as you're not packing some extra Great Walls in play, consider your opponent swiss cheese.

Sapphire Charm INS C ••• ● MG
Choose one—Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

School of Piranha SC C •• 1● EX
During your upkeep, pay 1● or sacrifice School of Piranha. 3/3.

Scrivener SC U •• 4● EX
When Scrivener comes into play, you may return target instant or interrupt card from your graveyard to your hand. 2/2.

Sea King's Blessing INS U • ● LG
Change color of any number of target creatures to blue until end of turn.

Sea Monster SC C •• 4●● TM
Monster cannot attack unless defending player controls any islands. 6/6.

Sea Scryer SC C •• 1● MG
⟲: Add 1 to your mana pool. 1, ⟲: Add ● to your mana pool. 1/1.

Sea Serpent SC C • 5● L,U,R,4th,5th
Islandhome. 5/5.

Sea Spirit SC U •• 4● IA,5th
●: +1/+0 until end of turn. 2/3.

Sea Sprite SC U ••• 1● HL,5th
Flying. Protection from red. 1/1.

Sea Troll SC U • 2● HL
●: Regenerate. Use this ability only during a turn in which Sea Troll was blocked by or in which Sea Troll blocked a blue creature. 2/1.

Seasinger SC U •• 1●● FE,5th
Islandhome. ⟲: Gain control of target creature if its controller controls an island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may leave Seasinger tapped. 0/1.

Segovian Leviathan SC U ••• 4● LG,4th,5th
Islandwalk. 3/3.

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend.
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Name — Description — Kind — CR — Rating — Cost — Sets Found

Serendib Djinn SC R •• 2 AN
Flying. Sacrifice one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.

• **Serendib Efreet** SC R ••••• 2 AN,R
Flying. Does 1 damage to you during upkeep. 3/4.

Shadow Rift INS C •• TM
Target creature gains shadow until end of turn. Draw a card.

Shaper Guildmage SC C ••• MG
: Target creature gets first strike. , : Target creature gets +1/+0.

Shimmer EN R ••• 2 MG
When you play Shimmer, pick a land type. Those lands gain phasing.

Shimmering Efreet SC U •• 2 VS
Flying, phasing. When Efreet phases in, target creature phases out. 2/2.

Shimmering Wings EC C •• TM
Enchanted creature gains flying. : Return Wings to owner's hand.

Shrieking Drake SC C •• VS
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.

Shyft SC R •• 4 IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.

Sibilant Spirit SC R ••• 5 IA,5th
Flying. When Spirit attacks, defending player may draw a card. 5/6.

Sift SOR C ••• 3 SH
Draw three cards, then choose and discard a card.

Silhouette INS U • 1 LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.

Silver Erne SC U •• 3 IA
Flying, trample. 2/2.

Silver Wyvern SC R ••• 3 SH
Flying. : Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt. 4/3.

Sindbad SC U •• 1 AN,4th
: Draw a card. If it is not a land, discard it. 1/1.

Siren's Call INS U •• L,U,R,4th
All of opponent's creatures that can attack must do so, or die at end of turn.

Skyshroud Condor SC U • 1 TM
Flying. You cannot play Skyshroud Condor unless you have successfully cast another spell this turn. 2/2.

Sleight of Mind INT U •••• L,U,R,4th,IA,5th
Change the text of a card being played or in play by switching one color word with another.

Snow Devil EC C •• 1 IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Snowfall EN C • 1 IA
CU: . Islands may produce an additional when tapped for mana. Snow-covered islands may produce either an additional or when tapped for mana. This mana is usable only for cumulative upkeep.

Soar EC C ••• 1 MG
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.

Soldevi Heretic SC C • 2 AI
, : Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.

Soldevi Machinist SC U •• 1 IA
: Add 2 to mana pool. Use only for artifact activation costs. 1/1.

Soldevi Sage SC C •• 1 AI
: Sacrifice two lands to draw 3 cards. Discard one of those cards. 1/1.

Soul Barrier EN U •• 2 IA,5th
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay 2 to prevent this damage.

Spectral Cloak EC U ••• LG
Creature cannot be targeted by spells or fast effects unless it is tapped.

Spell Blast INT C ••• L,U,R,4th,5th,TM
Counter target spell; X is the casting cost of target spell.

Spindrift Drake SC C ••• SH
Flying. During your upkeep, pay or sacrifice Spindrift Drake. 2/1.

Spiny Starfish SC U •• 2 AI
: Regenerate Spiny Starfish and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.

Stasis EN R ••• 1 L,U,R,4th,5th
Players don't get an untap phase. Pay during upkeep or bury Stasis.

Steal Artifact EA U ••• L,U,R,4th,5th
Gain control of target artifact.

Steal Enchantment EE U ••• TM
Gain control of target enchantment.

Stinging Licid SC U •• 1 TM
, : Licid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to that creature's controller" instead of a creature. Move Stinging Licid onto target creature. You may pay to end this effect. 1/1.

Storm Crow SC C •• AI
Flying. 1/2.

Storm Elemental SC U ••• AI
Flying. : Remove top card of your library from the game to tap target flying creature. : Remove top card of your library from the game. If it is a snow-covered land, Storm Elemental gets +1/+1 until end of turn. 3/4.

Suffocation INS U •• 1 AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Cantrip.

Sunken City EN C ••• DK,4th
All blue creatures gain +1/+1. Pay during upkeep or destroy City.

Suq'Ata Firewalker SC U ••• MG
Suq'Ata Firewalker cannot be the target of red spells or effects. : Suq'Ata Firewalker deals 1 damage to target creature or player. 0/1.

Svyelunite Priest SC U •• FE
, : Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Tangle Kelp EC U • DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.

Taniwha SL R ••• 3 MG
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.

Teferi's Curse EP C •• 1 MG
Play only on an artifact or creature. Enchanted permanent gains phasing.

Teferi's Drake SC C •• 2 MG
Flying, phasing. 3/2.

Teferi's Imp SC R ••• 2 MG
Flying, Phasing. When Teferi's Imp phases out, choose and discard a card. When Teferi's Imp phases in, draw a card. 1/1.

Teferi's Realm EW R •• 1 VS
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of chosen type phase out.

Teferi's Veil EN U ••• 1 WL
When one of your creatures attacks, it phases out at end of combat.

Telekinesis INS R ••• LG
Target creature becomes tapped and deals no damage this turn.It does not untap normally during its controller's following two untap phases.

Teleport INS R ••• LG, CH
Target creature may not be blocked this turn.

Thalakos Deceiver SC R ••• 3 SH
Shadow. Sacrifice Deceiver: Gain control of target creature permanently. Use this ability only if Deceiver is attacking and unblocked. 1/1.

Thalakos Dreamsower SC U ••• 2 TM
Shadow. You leave Dreamsower tapped. If Dreamsower damages any opponent, tap target creature. As long as Dreamsower remains tapped, that creature does not untap during its controller's untap phase. 1/1.

Thalakos Merfolk SC C ••• 2 TM
Shadow. : Put Thalakos Merfolk on top of owner's library. 2/1.

Thalakos Seer SC C •• TM
Shadow. If Thalakos Seer leaves play, draw a card. 1/1.

Thalakos Drifters SC R ••• 2 EX
Choose and discard a card: Drifters gains shadow until end of turn. 3/3.

Thalakos Scout SC C ••• 2 EX
Shadow. Choose and discard a card: Return Scout to owner's hand. 2/1.

Thalakos Sentry SC C •• 1 TM
Shadow. 1/2.

Theft of Dreams SOR C •• 2 EX
For each tapped creature target opponent controls, draw a card.

Thirst EC C ••• 2 MG
Tap enchanted creature. During your upkeep, pay or bury Thirst. Enchanted creature does not untap during its controller's untap phase.

STUMPERS



Q: I cast Vision Charm to turn my opponent's Volrath's Stronghold into a mountain for a turn, and then play a Stronghold of my own. When the Vision Charm wears off, what happens?
—Lawrence L. Sy, Cainta, the Philippines

A: *When your opponent's Stronghold reverts back to its original form, it will be considered the "newer" of the two legendary lands and will be buried. You get to keep yours.*

Thought Lash EN R • 2 AI
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. : Remove the top card of your library from the game to prevent one damage to you.

Thoughtlace INT R • L,U,R,4th
Change the color of a card being played or already in play to blue.

Three Wishes INS R ••• VS
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Thunder Wall SC U •• IA
Flying. : +1/+1 until end of turn. 0/2.

Tidal Control EN R •• AI
CU: 2. Anyone may pay 2 or two life to counter a red or green spell.

Tidal Flats EN C • FE
: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent this effect.

Tidal Influence EN U •• 2 FE
Put 1 counter on Influence when casting it and during upkeep. When there is one counter on Influence, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Influence.

Tidal Surge SOR C •• 1 SH
Tap up to three target creatures without flying.

Tidal Warrior SC C ••• SH
: Target land is an island until end of turn. 1/1.

Tidal Wave INS U ••• 2 MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

Time and Tide INS U •• VS
All creatures phased out phase in while all creatures with phasing phase out.

Time Ebb SOR C •• 2 TM
Put target creature on top of owner's library.

Time Elemental SC R ••• 2 LG,4th,5th
2, : Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.

• **Time Walk** SOR R ••••• 1 L,U
Take an extra turn immediately after this one.

Time Warp SOR R ••••• 3 TM
Target player takes an extra turn after this one.

• **Timetwister** SOR R ••••• 2 L,U
Put Timetwister in a new graveyard. Shuffle your hand, library, and graveyard together and draw seven cards.

Timid Drake SC U •• 2 WL
Flying. If a creature comes into play, return Timid Drake to owner's hand. 3/3.

Tolarian Drake SC C • 2 WL
Flying, phasing. 2/4.

Tolarian Entrancer SC R •• 1 WL
Whenever Tolarian Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.

Tolarian Serpent SC R •• 5 WL
During your upkeep, put the top seven cards of your library into your graveyard. 7/7.

Tradewind Rider SC R •••• 3 TM
Flying. , Tap two creatures you control: Return target permanent to owner's hand. 1/4.

Transmute Artifact SOR U •• 4 AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. You must pay the difference if the new artifact costs more.

Treasure Trove EN U ••• 2 EX
2: Draw a card.

Twiddle INS C •• L,U,4th,5th
Tap or untap any single land, creature, or artifact in play.

Twitch INS C •• 2 TM
Tap or untap target artifact, creature or land. Draw a card.

Undertow EN U • 2 LG
Creatures with islandwalk may be blocked.

Undo SOR C •• 1 VS
Return two target creatures to owner's hand.

Unstable Mutation EC C ••• AN,R,4th,5th
Target creature gains +3/+3. Put -1/-1 counter on creature during your upkeep. These counters remain even if Unstable Mutation is destroyed.

Unstable Shapeshifter SC R ••• 3 TM
Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.

Unsummon INS C ••• L,U,R,4th,5th
Return target creature to its owner's hand.

Updraft INS U •• 1 IA,5th
Give target creature flying until end of turn. Cantrip.

Vanishing EC C ••• VS
: Enchanted creature phases out.

Vaporous Djinn SC U ••• 2 MG
Flying. During your upkeep, pay or Vaporous Djinn phases out. 3/4.

Venarian Gold EC C •• X LG
Put X counters on target creature and tap it. Creature does not untap while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R •••• L,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.

Visceril Armor EC C •• 1 AI
Enchanted creature gets +1/+1. 1: Return Armor to owner's hand.

Visceril Drone SC U •• 1 AI
: Sacrifice a creature and Swamp to bury target non-artifact creature. : Sacrifice a creature and a Snow-covered Swamp to bury target creature. 1/2.

Vision Charm INS C ••• VS
Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.

Vodalian Illusionist SC U •••• 2 WL
, : Target creature phases out. 2/2.

Vodalian Knights SC R ••• 1 FE
Islandhome. First strike. : Flying until end of turn. 2/2.

Vodalian Mage SC C •• 2 FE
, : Counter a target spell unless caster pays an additional 1. 1/1.

Vodalian Soldiers SC C • 1 FE,5th
1/2.

Vodalian War Machine SC R •• 1 FE
: Tap a Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.

Volcanic Eruption SOR R ••• X L,U,R,4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Volrath's Curse EC C ••• 1 TM
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. 1: Return Volrath's Curse to owner's hand.

Volrath's Shapeshifter SC R •• 1 SH
As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. 2: Discard a card. 0/1.

Walking Dream SC U •• 3 SH
Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures. 3/3.

Wall of Air SC U ••• L,U,R,4th,5th
Flying. 1/5.

Wall of Kelp SC R •• HL
, : Put a Kelp token into play. Treat this as a 0/1 wall. 0/3.

Wall of Tears SC U ••• 1 SH
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.

Wall of Vapor SC C ••• LG, CH
Cannot be damaged by creatures it blocks. 0/1.

Wall of Water SC U •• L,U,R,4th
: +1/+0. 0/5.

Wall of Wonder SC U •• LG, CH
2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.

Water Elemental SC U •• 3 L,U,R,4th
5/4.

Water Wurm SC C • DK
Water Wurm gains +0/+1 if opponent controls any islands. 1/1.

Waterspout Djinn SC U ••• VS
Flying. During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn. 4/4.

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Wave Elemental SC U ●● 2●● MG
●, ❖: Sacrifice: Tap up to three target creatures without flying. 2/3.

Wayward Soul SC C ●● 2●● EX
Flying. ●: Put Wayward Soul on top of owner's library. 3/2.

Whim of Volrath INS R ●●● ● TM
Buyback 2. Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.

Whiptongue Frog SC C ●●● 2● EX
●: Whiptongue Frog gains flying until end of turn. 1/3.

Whispers of the Muse INS U ●●● ● TM
Buyback 5. Draw a card.

Wind Dancer SC U ●●● 1● TM
Flying. ❖: Target creature gains flying until end of turn. 1/1.

Wind Drake SC C ●●● 2● TM
Flying. 2/2.

Wind Spirit SC U ●●● 4● IA,5th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.

Winged Sliver SC C ●● 1● TM
All Slivers gain flying. 1/1.

Winter's Chill INS R ●● X● IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. Each creature's controller may pay 1 or 2 to prevent it from being destroyed. If 1 is spent, the creature deals no damage in combat this turn.

Word of Undoing INS C ●●● ● IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.

Wrath of Marit Lage EN R ●●● 3●● IA
Tap all red creatures. Red creatures do not untap as normal.

Zephyr Falcon SC C ●●● 1● LG,4th,5th
Flying. Does not tap to attack. 1/1.

Zuran Enchanter SC C ●●● 1● IA
2●, ❖: Opponent must discard 1 card. Play as a sorcery. 1/1.

Zuran Spellcaster SC C ●●● 2● IA
❖: Zuran Spellcaster deals 1 damage to target creature or player. 1/1.

Zur's Weirding EN R ●●●● 3● IA,5th
All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.

GOLD

Acidic Sliver SC U ●●● ● SH
Each Sliver gains "●, Sacrifice this creature: This creature deals 2 damage to target creature or player." 2/2.

Adun Oakenshield SL R ●●● ●●● LG
●●●, ❖: Take a creature from your graveyard into your hand. 1/2.

Altar of Bone SOR R ●● ●● IA
Sacrifice a creature to search your library for a creature card.

Angus Mackenzie SL R ●● ●●● LG
●●●, ❖: Creatures deal no damage during combat. 2/2.

Arcades Sabboth SL R ●●● 2●●●●●● LG, CH
Flying. All your creatures gain +0/+2 when untapped. ●: +0/+1 until end of turn. Pay ●●● during upkeep or bury Arcades. 7/7.

Army Ants SC U ●●● 1●● VS
❖, Sacrifice a land: Destroy target land. 1/1.

Asmira, Holy Avenger SL R ●●● 2●● MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.

Axelrod Gunnarson SL R ●● 4●●●● LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and do 1 damage to target player. 5/5.

Ayesha Tanaka SL R ●●● ●●●● LG, CH
Banding. ❖: Counter artifact effect unless its controller spends ●. 2/2.

Barktooth Warbeard SL U ●● 4●●● LG
6/5.

Bartel Runeaxe SL R ●●● 3●●● LG
Cannot be target of enchantments. Does not tap to attack. 6/5.

Benthic Djinn SC R ●●● 2●● MG
Islandwalk. During your upkeep, lose 2 life. 5/3.

Boris Devilboon SC R ●● 3●● LG
2●●, ❖: Put a 1/1 red and black Minor Demon token into play. 2/2.

Breathstealer's Crypt EN R ●● 2●● VS
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays 3 life or discards the card.

Cadaverous Bloom EN R ●●●● 3●● MG
Choose a card in your hand and remove it from the game: Add ●● or ●● to your mana pool.

Centaur Archer SC U ●● 1●● IA
❖: Deal 1 damage to target flying creature. 3/2.

Chromatic Armor EC R ●●● 1●● IA
Put a counter on Armor when it comes into play and choose a color. All damage done to creature by that color is reduced to 0. ●: Put a counter on Armor and change color it protects against. X equals the number of counters.

Chromium SL R ●● 2●●●●●●●● LG, CH
Flying, rampage: 2. Pay ●●● during upkeep or bury Chromium. 7/7.

Circle of Despair EN R ●●● ●● MG
1, Sacrifice a creature: Prevent all damage to any creature or player from any one source.

Corrosion EN R ●● ●● VS
Cumulative upkeep: 1. During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all rust counters from the game.

Crystalline Sliver SC U ●●● ●● SH
Slivers cannot be the target of spells or abilities. 2/2.

Dakkon Blackblade SL R ●●● 2●●●●● LG, CH
* equals the number of lands you control. */*.

Dark Heart of the Wood EN C ●●● ●● DK
Sacrifice a forest to gain 3 life.

Delirium INS U ●●● 1●●● MG
Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature deals and takes no damage in combat this turn.

Diabolic Vision SOR U ●●● ●● IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.

Discordant Spirit SC R ●●● 2●● MG
At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Discordant Spirit. 2/2.

Dracoplasm SC R ●●● ●● TM
Flying. When you play Dracoplasm, sacrifice any number of creatures. Dracoplasm comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. ●: Dracoplasm gets +1/+0 until end of turn. */*.

Earthlink EN R ● 3●●●● IA
Pay 2 during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.

Elemental Augury EN R ●●● ●●● IA
3: Look at top 3 cards of any library and put them back in any order.

Emberwilde Caliph SC R ●● 2●●● MG
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.

Energy Arc INS U ●● ●● AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.

Energy Bolt SOR R ●●● X●● MG
Do X damage to target player or target player gains X life.

Essence Vortex INS U ●● 1●● IA
Bury target creature. Creature's controller may counter Essence Vortex by paying life equal to the creature's toughness.

Femeref Enchantress SC R ●● ●● VS
When an enchantment is put into a graveyard from play, draw a card. 1/2.

Fiery Justice SOR R ●● ●●● IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.

Fire Covenant INS U ●●● 1●● IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you pay.

Firestorm Hellkite SC R ●●● 4●●● VS
Flying, trample. Cumulative upkeep: ●●. 6/6.

Flooded Woodlands EN R ●●● 2●● IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.

Frenetic Efreet SC R ●●●● 1●● MG
Flying. 0: Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet. 2/1.

Fumarole SOR U ●● 3●● IA
Pay 3 life to destroy a land and a creature.

Gabriel Angelfire SL R ●● 3●●●●● LG, CH
During your upkeep, Gabriel Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.

Ghostly Flame EN R ●● ●● IA
Black and red permanents and spells are colorless sources of damage.

Giant Trap Door Spider SC U ●●● 1●● IA
1●●, ❖: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.

Glaciers EN R ●●● 2●● IA
All mountains become plains. Pay ●● during upkeep or bury Glaciers.

Gosta Dirk SL R ●● 3●●●● LG
First strike. Creatures with islandwalk may be blocked. 4/4.

Grim Feast EN R ●● 1●●● MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.

Guiding Spirit SC R ●●● 1●● VS
Flying. ❖: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.

Gwendlyn Di Corci SL R ●●●● ●●●● LG
❖: Target player randomly discards a card. Play as a sorcery. 3/5.

Halfdane SL R ●●● 1●●● LG
During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.

Harbor Guardian SC U ●●● 2●● MG
Can block flying creatures. When it attacks, defender may draw a card. 3/4.

Haunting Apparition SC U ●● 1●● MG
Flying. * is number of green creatures in opponent's graveyard. 1+*/2.

Hazerider Drake SC U ●●● 2●● MG
Flying, protection from red. 2/3.

Hazezon Tamar SL R ●● 4●●●● LG
On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hazezon leaves play. 2/4.

Hibernation Sliver SC U ●●● ●● SH
Each Sliver gains "Pay 2 life: Return this creature to owner's hand." 2/2.

Hunding Gjornersen SL U ● 3●●● LG
Rampage: 1. 5/4.

Hymn of Rebirth SOR U ●●● 3●● IA
Take a creature from any graveyard and put it into play under your control.

Jacques le Vert SL R ●●● 1●●● LG
Make all your green creatures +0/+2. 3/2.

Jasmine Boreal SL U ●● 3●● LG
4/5.

Jedit Ojanen SL U ● 4●●● LG
5/5.

Jerrard of the Closed Fist SL U ●● 3●●● LG
6/5.

Johan SL R ●●● 3●●●● LG, CH
As long as Johan doesn't attack or isn't tapped, your creatures may attack without tapping. 5/4.

Jungle Troll SC U ●● 1●● MG
●: Regenerate. ●: Regenerate. 2/1.

Kaervek's Purge SOR U ●● X●● MG
Destroy target creature with casting cost equal to X. Kaervek's Purge deals to creature's controller damage equal to the creature's power.

Kasimir the Lone Wolf SL U ● 4●● LG
5/3.

Kei Takahashi SL R ●● 2●● LG, CH
❖: Prevent up to 2 damage to target creature. 2/2.

Kjeldoran Frostbeast SC U ●● 3●● IA
All creatures blocking or blocked by Kjeldoran Frostbeast are destroyed at end of combat. 2/4.

Lady Caleria SL R ●●● 3●●●● LG
❖: Do 3 damage to target attacking or blocking creature. 3/6.

Lady Evangela SL R ●●● ●●● LG
●●, ❖: Target creature deals no damage this turn during combat. 1/2.

Lady of the Mountain SL U ● 4●●● LG
5/5.

Lady Orca SL U ●● 5●●● LG
7/4.

Leering Gargoyle SC R ●● 1●● MG
Flying. ❖: Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.

Lim-Dûl's Paladin SC U ●●● 2●●● AI
Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses 4 life. 0/3.

Lim-Dûl's Vault INS U ●●●● ●● AI
Check the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.

Livonya Silone SL R ●●● 2●●●●● LG
First strike, legendary landwalk. 4/4.

Lobotomy SOR U ●●● 2●● TM
Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.

Lord Magnus SL U ●●● 3●●● LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.

Lord of Tresserhorn SC R ●●● 1●●● AI
When Lord comes into play, pay 2 life and sacrifice two creatures; and target opponent draws two cards. ●: Regenerate. 10/4

Malignant Growth EN R ●●● 3●● MG
CU: 1. During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter.

Marhault Elsdragon SL U ●● 3●●●● LG, CH
Rampage: 1. 4/6.

Marsh Goblins SL C ●● ●● DK
Swampwalk. 1/1.

COMBOS UNGLUED





Goblin Bowling Team and Fire Whip: When it comes to bowling, Mons's goblins may not be very good at hitting pins, but that 16-pound ball has to land somewhere. With Fire Whip you can hurl it at your opponent or any of his pesky creatures—like that annoying power gamer Timmy. A whack on the head with a heavy, round object is just what guys like him need.

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Merieke Ri Berit SL R ●●● {2}{G}{R} IA
Merieke does not untap. {G}: Gain control of target creature. If Merieke leaves your control or becomes untapped, that creature is buried. 1/1.

Misfortune SOR R ●● {1}{B}{B} AI
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.

Monsoon EN R ●●●● {2}{B}{B} IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.

Mountain Titan SC R ●● {2}{R}{R} IA
{1}{R}{R}: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.

Mundunugu SC U ●● {1}{B}{B} VS
{B}: Counter target spell unless that spell's caster pays an additional {1} and 1 life. Play this ability as an interrupt. 1/1.

Nature's Blessing EN U ●●● {2}{G}{G} AI
{G}{G}: Choose and discard a card from your hand to have target creature permanently gain banding, first strike, trample or +1/+1.

Nebuchadnezzar SL R ●●●● {3}{B}{B} LG, CH
{X}, {B}: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards. Play as a sorcery. 3/3.

Nicol Bolas SL R ●●● {2}{B}{B}{B}{B}{B} LG, CH
Flying. An opponent damaged by Nicol Bolas must discard his entire hand. Pay {B}{B}{B}{B} during upkeep or bury Nicol Bolas. 7/7.

Palladia-Mors SL R ●●● {2}{R}{R}{R}{R}{R} LG, CH
Flying, trample. Pay {R}{R}{R} during upkeep or bury Palladia-Mors. 7/7.

Pavel Maliki SL U ● {4}{R}{R} LG
{R}{R}: Give Pavel Maliki +1/+0 until end of turn. 5/3.

Pheldagrif SC R ●●● {1}{G}{G}{W} AI
{W}: Flying. Opponent gains 2 life. {U}: Return Pheldagrif to owner's hand. Opponent may draw a card. {G}: Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.

Phyrexian Purge SOR R ●●● {2}{B}{B} MG
Pay 3 life per target: Destroy any number of target creatures.

Princess Lucrezia SL U ● {3}{B}{B}{U} LG
{B}: Add {B} to your mana pool. 5/4.

Prismatic Boon INS U ●●● {X}{G}{W} MG
X creatures gain protection from a single color until end of the turn.

Purgatory EN R ●●● {2}{B}{B} MG
When a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay {4} and 2 life to put any card under Purgatory into play.

Pygmy Hippo SC R ●●● {G}{G} VS
If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool. 2/2.

Radiant Essence SC U ●● {1}{B}{B} MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.

Ragnar SL R ●● {G}{G}{R} LG
{G}{G}{R}, {G}: Regenerate target creature. 2/2.

Ramirez DePietro SL U ●●● {3}{B}{B}{G} LG
First strike. 4/3.

Ramses Overdark SL R ●● {2}{B}{B}{G}{G} LG
{B}: Destroy a target creature with an enchantment on it. 4/3.

Ranger *en*-Vec SC U ●●● {1}{R}{R} TM
First strike. {R}: Regenerate Ranger *en*-Vec. 2/2.

Rasputin Dreamweaver SL R ●●● {4}{U}{U} LG
Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add one colorless mana to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (maximum 7 counters). 4/1.

Reclamation EN R ●●● {2}{R}{R} IA
No black creature can attack unless its controller sacrifices land when that creature attacks.

Reflect Damage INS R ●●● {3}{G}{R} MG
Redirect all damage dealt by any one source to that source's controller.

Reparations EN R ●●● {1}{U}{R} MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.

Righteous War EN R ●●● {1}{R}{R} VS
All white creatures you control gain protection from black. All black creatures you control gain protection from white.

Riven Turnbull SL U ●● {5}{R}{U} LG
{R}: Add {R} to your mana pool. 5/7.

Rock Basilisk SC R ●●● {4}{R}{R} MG
Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.

Rohgahh of Kher Keep SL R ● {2}{R}{R}{R}{R} LG
All your Kobolds of Kher Keep gain +2/+2. Pay {R}{R}{R} during upkeep or Rohgahh and Kobolds tap and come under target opponent's control. 5/5.

Rubinia Soulsinger SL R ●●● {2}{U}{U}{R} LG
{G}: Gain control of target creature. You lose control when Rubinia leaves your control or becomes untapped. You may leave Rubinia tapped. 2/3.

Savage Twister SOR U ●●●● {X}{R}{R} MG
Savage Twister deals X damage to each creature.

Sawback Manticore SC R ●●● {3}{R}{R} MG
{4}: Flying. {1}: Manticore deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.

Scalebane's Elite SC U ●●● {3}{R}{R} VS
Protection from black. 4/4.

Scarwood Goblins SC C ● {R}{R} DK
2/2.

Sealed Fate SOR U ●●● {X}{B}{U} MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top of that player's library in any order.

Segmented Wurm SC U ●●● {3}{R}{R} TM
Whenever Segmented Wurm is the target of a spell or ability, put a -1/-1 counter on it. 5/5.

Selenia, Dark Angel SL R ●●● {3}{B}{B} TM
Flying. Counts as an Angel. Pay 2 life: Return to owner's hand. 3/3.

Shauku's Minion SC U ●● {1}{B}{B} MG
{B}{B}, {B}: Shauku's Minion deals 2 damage to target white creature. 2/2.

Sliver Queen SL R ●●●● {X}{G}{G}{G}{G} SH
Sliver Queen counts as a Sliver. {2}: Put a Sliver token into play. Treat this token as a 1/1 colorless creature. 7/7.

Simoon INS U ●● {R}{R} VS
Simoon deals 1 damage to each creature target opponent controls.

Sir Shandlar of Eberyn SL U ●● {4}{G}{G} LG
4/7.

Sivitri Scarzam SL U ● {5}{B}{B} LG, CH
6/4.

Skeleton Ship SL R ●●● {3}{B}{B} IA
Bury immediately if controller has no islands in play. {B}: Put a -1/-1 counter on a creature. 0/3.

Sky Spirit SC U ●●● {1}{U}{U} TM
Flying, first strike. 2/2.

Sol'kanar the Swamp King SL R ●●●● {2}{B}{B}{R} LG, CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.

Soltari Guerrillas SC R ●●● {2}{W}{W} TM
Shadow. If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2.

Spatial Binding EN U ● {3}{U} MG
Pay 1 life: Target cannot phase out until the start of your next upkeep.

Spectral Shield EC U ●●● {1}{U}{U} IA
Target creature gains +0/+2 and cannot be the target of spells.

Spined Sliver SC U ●●● {R}{R} SH
If any Sliver is blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2.

Spontaneous Combustion INS U ●● {1}{R}{R} TM
Sacrifice a creature: S. Combustion deals 3 damage to each creature.

Squandered Resources EN R ●●●● {B}{B} VS
Sacrifice a land: Add to your pool one mana of any type the land could produce.

Stangg SL R ●●● {4}{R}{R} LG, CH
Put Stangg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.

Storm Spirit SL R ●●● {3}{U}{R}{W} IA
Flying. {R}: Do 2 damage to target creature. 3/3.

Stormbind EN R ●●●● {1}{R}{R} IA
{2}: Discard a card at random to do 2 damage to any target.

Suleiman's Legacy EN R ●●● {R}{R} VS
When Suleiman's Legacy comes into play, bury all Djinns and Efreets. Whenever a Djinn or Efreet comes into play, bury it.

STUMPERS



Q: If I cast a Flickering Ward and choose "white," will the Ward bury itself? —Chris Mott, Fort Smith, Ark.

A: *Yes. Unlike other Wards, Flickering Ward doesn't say that it is immune to its own protection, so choosing "white" will cause it to be buried immediately after reaching its target. You don't even have time to return it to your hand with its inherent ability. It will also destroy all the other white enchantments on the creature.*

Sunastian Falconer SL U ●●● {3}{R}{G} LG
{R}: Add two colorless mana to your mana pool. 4/4.

Surge of Strength INS U ●● {G}{R} AI
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.

Tempest Drake SC U ●●● {1}{U}{U} VS
Flying. Attacking does not cause Tempest Drake to tap. 2/2.

Tetsuo Umezawa SL R ●●● {B}{B}{G} LG
{B}{B}{B}, {B}: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.

Tobias Andrion SL U ● {3}{U}{W} LG, CH
4/4.

Tor Wauki SL U ●●● {2}{R}{R}{R} LG, CH
{R}: Do 2 damage to target attacking or blocking creature. 3/3.

Torsten Von Ursus SL U ● {3}{G}{G}{W} LG
5/5.

Tuknir Deathlock SL R ●●● {G}{G}{B}{B} LG
Flying. {B}{B}, {B}: Give target creature +2/+2 until end of turn. 2/2.

Unfulfilled Desires EN R ●●●● {1}{B}{U} MG
{1}, Pay 1 life: Draw a card, then choose and discard a card.

Ur-Drago SL R ●● {3}{B}{B}{U}{U} LG
First strike. Creatures with swampwalk may be blocked. 4/4.

Vaevictis Asmadi SL R ●●● {2}{B}{B}{B}{B}{B}{B} LG, CH
Flying. {B}: +1/+0. {R}: +1/+0. {B}: +1/+0. Pay {B}{B}{B} during upkeep or bury Vaevictis Asmadi. 7/7.

Victual Sliver SC U ●●● {G}{G} SH
Each Sliver gains "{2}, Sacrifice this creature: Gain 4 life." 2/2.

Viashivan Dragon SC R ●●● {2}{G}{G}{R}{R} VS
Flying. {R}: +1/+0 until end of turn. {G}: +0/+1 until end of turn. 4/4.

Vhati il-Dal SL R ●●● {2}{G}{G} TM
T: Target creature's power or toughness is 1 until end of turn. 3/3.

Vitalizing Cascade INS U ●●● {X}{G}{W} MG
Gain X+3 life.

Wandering Mage SC R ●●● {G}{U}{W} AI
{W}: Pay 1 life to prevent up to 2 damage to any creature. {U}: Prevent one damage to any Cleric or Wizard. {G}: Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.

Warping Wurm SC R ●●● {2}{U}{G} MG
Phasing. During your upkeep, pay {2}{U}{G} or Warping Wurm phases out. When Warping Wurm phases in, put a +1/+1 counter on it. 1/1.

Wellspring EL R ●●● {1}{W}{W} MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of the land.

Windreaper Falcon SC U ●● {1}{R}{R} MG
Flying, protection from blue. 1/1.

Wings of Aesthir EC U ●●● {4}{W} IA
Give target creature flying, first strike, and +1/+0.

Winter's Night EW R ●● {G}{G}{W} AI
When a snow-covered land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap phase.

Wood Sage SC R ●●● {4}{G} TM
T: Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard. 1/1.

Xira Arien SL R ●●● {G}{G}{R} LG, CH
Flying. {B}{B}{B}, {B}: Target player draws a card. 1/2.

Zebra Unicorn SC U ●● {2}{W}{W} MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.

GREEN

Aboroth SC R ●● {4}{G}{G} WL
CU: Put a -1/-1 counter on Aboroth. 9/9.

Afiya Grove EN R ●● {1}{G} MG
Grove comes into play with three +1/+1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.

Aisling Leprechaun SC C ● {G} LG
All creatures blocking or blocked by Leprechaun become green. 1/1.

Aluren EN R ●●●● {2}{G}{G} TM
Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting cost.

An-Havva Constable SC U ●● {1}{G}{G} HL,5th
* is the total number of green creatures in play. 2/1+*

An-Havva Inn SOR U ●●● {1}{G}{G} HL
Gain X+1 life where X is the number of green creatures in play.

Apes of Rath SC U ●●● {2}{G}{G} TM
If Apes attacks, it does not untap during your next untap phase. 5/4.

Arboria EW U ●● {2}{G}{G} LG
If a player doesn't cast a spell or put a card into play on his turn, creatures may not attack that player until after his next turn.

Arctic Wolves SC U ●● {3}{G}{G} WL
CU: {2}. When Arctic Wolves comes into play, draw a card. 4/5.

Argothian Pixies SC C ●●● {1}{G} AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.

Argothian Treefolk SC C ●● {3}{G}{G} AQ
Any damage Treefolk takes from an artifact is reduced to 0. 3/5.

Armor of Thorns EC C ●●● {1}{G} MG
You may play Armor as an instant; if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.

Aspect of Wolf EC R ●●● {1}{G} L,U,R,4th,5th
Target gets +X/+X, where X is half the number of forests you control.

Aurochs SC C ●● {3}{G} IA,5th
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3.

Autumn Willow SL R ●●●●● {4}{G}{G} HL
Cannot be the target of spells or effects. {G}: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.

Avenging Druid SC C ●● {2}{G} EX
If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard. 1/3.

Awakening EN R ●●● {2}{G}{G} SH
At the beginning of each player's upkeep, untap all creatures and lands.

Avoid Fate INT C ● {G} LG
Counter target interrupt or enchantment targeting a permanent you control.

Balduvian Bears SC C ●●● {1}{G} IA
2/2.

Barbary Apes SC C ●●● {1}{G} LG
2/2.

Barbed Foliage EN U ●● {2}{G}{G} MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.

Barishi SC U ●● {2}{G}{G} WL
If Barishi is put into graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library. 4/3.

Bayou Dragonfly SC C ●● {1}{G} TM
Flying; swampwalk. 1/1.

Bequeathed EC C ●● {G} EX
If enchanted creature is put into any graveyard, draw two cards.

• Berserk INS U ●●●●● {G} L,U
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.

Birds of Paradise SC R ●●●● {G} L,U,R,4th,5th
Flying. {G}: Add one mana of any color to your mana pool. 0/1.

Blizzard EN R ● {G}{G} IA
CU: {2}. Flying creatures do not untap.

Blossoming Wreath INS C ●●● {G} WL
Gain life equal to the number of creature cards in your graveyard.

Bounty of the Hunt INS U ● {3}{G}{G} AI
You may remove a green card in your hand from the game to cast Bounty. Put three +1/+1 effects on any number of target creatures until end of turn.

Briar Shield EC C ●●● {G} WL
+1/+1. Sacrifice: Enchanted creature gets +3/+3 until end of turn.

Broken Fall EN C ●● {2}{G} TM
Return Broken Fall to owner's hand. Regenerate target creature.

Brown Ouphe SC C ●● {G} IA
{1}{G}, {G}: Counter an artifact ability that requires an activation cost. 1/1.

Brushwagg SC R ●●● {1}{G}{G} MG
If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn. 3/2.

Bull Elephant SC C ●●● {3}{G} VS
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4.

Burgeoning EN R ●● {G} SH
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.

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players guide

Call of the Wild EN R ●●●● 2🌳🌳 WL
2🌳🌳: Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.

Camouflage INS U ●● 🌳 L,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.

Canopy Dragon SC R ●●● 4🌳🌳 MG
Trample. 1🌳: Flying and loses trample until end of turn. 4/4.

Canopy Spider SC C ●● 1🌳 TM
Canopy Spider can block creatures with flying. 1/3.

Carapace EC C ●● 🌳 HL,5th
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.

Carnassid SC R ●●● 4🌳🌳 SH
Trample. 1🌳: Regenerate Carnassid. 5/4.

Carnivorous Plant SC C ●● 3🌳 DK,4th
Counts as a wall. 4/5.

Cartographer SC U ●● 2🌳 EX
When Cartographer comes into play, you may return target land card from your graveyard to your hand. 2/2.

Cat Warriors SC C ●●● 1🌳🌳 LG,CH,5th
Forestwalk. 2/2.

• **Channel** SOR U ●●●● 🌳🌳 L,U,R,4th
Add 1 to your pool for each life point you sacrifice.

Charging Rhino SC U ●●● 3🌳🌳 TM
Charging Rhino cannot be blocked by more than one creature. 4/4.

Choke EN U ●●● 2🌳 TM
Islands do not untap during their controllers' untap phases.

Choking Vines INS C ●● ⊗🌳 WL
Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deals 1 damage to each of those creatures

Chub Toad SC C ●● 2🌳 IA,5th
Gains +2/+2 until end of turn when blocked or blocking. 1/1.

Citanul Druid SC U ●● 1🌳 AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.

Crossbow Ambush INS C ● 🌳 SH
All creatures you control can block creatures with flying until end of turn.

Crumble INS C ●●● 🌳 AQ,R,4th,5th
Bury target artifact. Controller gains life equal to the casting cost.

Cycle of Life EN R ●● 1🌳🌳 MG
Return to your hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.

Cyclone EN R ●● 2🌳🌳 AN, CH
Add one token per upkeep. Pay 🌳 for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.

Daughter of Autumn SL R ●● 2🌳🌳 HL
✱: Redirect 1 damage from target white creature to Daughter. 2/4.

Deadfall EN U ● 2🌳 LG
Creatures with forestwalk may be blocked.

Deadly Insect SC U ●●● 4🌳 AI
Cannot be the target of spells or effects. 6/1.

Decomposition EC U ●● 1🌳 MG
Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.

Dense Foliage EN R ●●● 2🌳 WL
Creatures cannot be the target of spells.

Desert Twister SOR U ●●● 4🌳🌳 AN,R,4th,5th
Destroy target permanent.

Dire Wolves SC C ●● 2🌳 IA
Gains banding if you control any plains. 2/2.

Dirtcowl Wurm SC R ●●●● 4🌳 TM
Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4.

Downdraft EN U ●● 2🌳 WL
🌳: Target creature loses flying until end of turn. Sacrifice Downdraft: Downdraft deals 2 damage to each creature with flying.

Drop of Honey EN R ●●●● 🌳 AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.

Durkwood Boars SC C ● 4🌳 LG,4th,5th
4/4.

Early Harvest INS R ●● 1🌳🌳 MG
Target player untaps all basic lands he or she controls.

Earthcraft EN R ●●● 1🌳 TM
Tap an untapped creature you control: Untap target basic land.

Earthlore EL C ●● 🌳 IA
0: Tap land to give a blocking creature +1/+2 until end of turn.

Eladamri, Lord of Leaves SL R ●●● 🌳🌳 TM
All Elves gain forestwalk. Elves cannot be the target of spells or abilities. 2/2.

Eladamri's Vineyard EN R ●●●● 🌳 TM
At beginning of each player's main phase, add 🌳🌳 to that player's pool.

Elder Druid SC R ●●● 3🌳 IA,5th
3🌳, 🌳: Tap or untap one target creature, land, or artifact. 2/2.

Elvish Fury INS C ●●● 🌳 TM
Buyback 4. Target creature gets +2/+2 until end of turn.

Elvish Hunter SC C ●●● 1🌳 FE
1🌳, 🌳: Target creature does not untap as normal. 1/1.

Elvish Ranger SC C ●●● 2🌳 AI
4/1.

Elvish Scout SC C ●● 🌳 FE
🌳, 🌳: Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. 1/1.

Elvish Spirit Guide SC U ●●●● 2🌳 AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add 🌳 to mana pool. 2/2.

Emerald Charm INS C ●●● 🌳 VS
Choose one—Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Emerald Dragonfly SC C ●● 1🌳 LG, CH
Flying. 🌳🌳: First strike until end of turn. 1/1.

Endangered Armodon SC C ●●● 2🌳🌳 SH
If you control any creature with toughness 2 or less, sacrifice Armodon. 4/5.

Erhnam Djinn SC U ●●●●● 3🌳 AN, CH
During upkeep give forestwalk to an opponent's creature until next upkeep. 4/5.

Essence Filter SOR C ●●●● 1🌳🌳 IA
Destroy all enchantments or destroy all enchantments that aren't white.

Eureka SOR R ●● 2🌳🌳 LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.

Faerie Noble SC R ●●● 2🌳 HL
Flying. All Faeries gain +0/+1. 🌳: All Faeries gain +1/+0 until the end of turn. 2/2.

Fallow Earth SOR U ●●● 2🌳 MG
Put target land on top of owner's library.

Fallow Wurm SC U ●●● 2🌳 WL
When Wurm comes into play, discard a land or bury Fallow Wurm. 4/4.

Familiar Ground EN U ●● 2🌳 WL
Each of your creatures cannot be blocked by more than one creature.

Fanatical Fever INS U ●●● 2🌳🌳 IA
Give a creature +3/+0 and trample until end of turn.

• **Fastbond** EN R ●●● 🌳 L,U,R
There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in one turn.

Feral Thallid SC U ●● 3🌳🌳🌳 FE
Add a counter during upkeep. Remove three counters: Regenerates. 6/3.

Femeref Archers SC U ●●● 2🌳 MG
🌳: Do 4 damage to target attacking creature with flying. 2/2.

Feral Instinct INS C ●● 1🌳 VS
Target creature gets +1/+1 until end of turn. Cantrip.

Fire Sprites SC C ●● 1🌳 LG
Flying. 🌳, 🌳: Add 🔴 to your mana pool. 1/1.

Flailing Drake SC U ●● 3🌳 TM
Flying. If Flailing Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn. 2/3.

Floral Spuzzem SC U ●● 3🌳 LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.

Fog INS C ●● 🌳 L,U,R,4th,MG,5th
Creatures do not damage one another in combat.

Folk of An-Havva SC C ●● 🌳 HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.

Folk of the Pines SC C ●● 4🌳 IA
1🌳: +1/+0 until end of turn. 2/5.

Foratog SC U ●●● 2🌳 MG
🌳, Sacrifice a forest: +2/+2 until end of turn. 1/2.

Forbidden Lore EL R ●●● 2🌳🌳 IA
0: Tap land to give target creature +2/+1 until end of turn.

Force of Nature SC R ●●●● 2🌳🌳🌳🌳 L,U,R,4th,5th
Trample. Pay 🌳🌳🌳🌳 during upkeep or Force does 8 damage to you. 8/8.

Forgotten Lore SOR U ●●● 🌳 IA
Opponent chooses a card in your graveyard. You may pay 🌳 to have opponent choose a different card. Take the last card chosen.

Foxfire INS C ● 2🌳 IA,5th
Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Cantrip.

Freyalise Supplicant SC U ●● 1🌳 IA
🌳: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.

Freyalise's Charm EN U ●● 🌳🌳 IA
🌳🌳: Draw a card when any opponent successfully casts a black spell. 🌳🌳: Return Freyalise's Charm to your hand.

Freyalise's Winds EN R ● 2🌳🌳 IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.

Frog Tongue EC C ●● 🌳 TM
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.

Fugitive Druid SC R ●● 3🌳 TM
Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.

Fungal Bloom EN R ●●● 🌳🌳 FE
🌳🌳: Put a spore counter on target Fungus.

Fungus Elemental SC R ●●● 3🌳 WL
🌳, Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental came into play this turn. 3/3.

Fungusaur SC R ●●● 3🌳 L,U,R,4th,5th
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.

Fyndhorn Brownie SC C ●● 2🌳 IA
2🌳, 🌳: Untap a creature. 1/1.

Fyndhorn Druid SC C ●● 2🌳 AI
If Druid is put into graveyard after it blocks, gain 4 life. 2/2.

Fyndhorn Elder SC U ●●● 2🌳 IA,5th
🌳: Add 🌳🌳 to your mana pool. 1/1.

Fyndhorn Elves SC C ●●●● 🌳 IA
🌳: Add 🌳 to your mana pool. 1/1.

Fyndhorn Pollen EN R ●● 2🌳 IA
CU: 1. All creatures get -1/-0. 1🌳: Creatures get -1/-1 until end of turn.

Gaea's Avenger SC R ●● 1🌳🌳 AQ
*=number of artifacts opponent has in play. *+1/*+1.

Gaea's Blessing SOR U ●●● 1🌳 WL
Target player shuffles up to three target cards from his or her graveyard into his or her library. Draw a card. If Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

City of Solitude EN R ●●●● 2🌳 VS
Each player may play spells and abilities only during his or her turn.

Cockatrice SC R ●●● 3🌳🌳 L,U,R,4th,5th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.

Cocoon EC U ●● 🌳 LG, CH
Put 3 counters on target creature you control and tap it. Creature does not untap while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.

Concordant Crossroads EW R ●● 🌳 LG, CH
All creatures are unaffected by summoning sickness.

Constant Mists INS U ●●● 1🌳 SH
Buyback—Sacrifice a land. Creatures deal no combat damage this turn.

Crash of Rhinos SC C ●●● 6🌳🌳 MG
Trample. 8/4.

Crashing Boars SC U ●●● 3🌳🌳 EX
If Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able. 4/4.

Craw Giant SC U ●●● 3🌳🌳🌳🌳 LG,CH,5th
Trample, rampage: 2. 6/4.

Craw Wurm SC C ●● 4🌳🌳 L,U,R,4th,5th
6/4.

Crazed Armodon SC R ●●● 2🌳🌳 TM
🌳: Armodon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each turn. 3/3.

Creeping Mold SOR U ●●●● 2🌳🌳 VS
Destroy target artifact, land, or enchantment.

Elephant Grass EN U ●●● 🌳 VS
CU: 1. Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays 2 for each attacking creature.

Elven Cache SOR C ●●●● 2🌳🌳 VS
Return target card from your graveyard to your hand.

Elven Fortress EN C ●● 🌳 FE
1🌳: Give target blocker +0/+1 until end of turn.

Elven Palisade EN U ●● 🌳 EX
Sacrifice a forest: Target attacking creature gets -3/-0 until end of turn.

Elven Riders SC U ●● 3🌳🌳 LG,4th,5th
Cannot be blocked except by walls and flying creatures. 3/3.

Elven Rite SOR U ●●● 1🌳 SH
Put a total of two +1/+1 counters on any number of target creatures.

Elven Warhounds SC R ●●● 3🌳 TM
If Warhounds is blocked, put the blocker on top of owner's library. 2/2.

Elves of Deep Shadow SC U ●●● 🌳 DK
🌳: Add 🌳 to mana pool and lose 1 life. 1/1.

Elvish Archers SC R ●●● 1🌳 L,U,R,4th,5th
First strike. 2/1. Misprint: Alpha listed power/toughness as 1/2.

Elvish Bard SC U ●●● 3🌳🌳 AI
All creatures able to block Bard must do so. 2/4.

Elvish Berserker SC C ●● 🌳 EX
For each creature that blocks it, Elvish Berserker gets +1/+1 until end of turn. 1/1.

Elvish Farmer SC R ●●● 1🌳 FE
Put a spore counter on Elvish Farmer during your upkeep. Remove three spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.

COMBOS UNGLED





Clambassadors and Demonic Hordes: Normally, the Clambassadors are wusses. They smack your opponent around and then feel guilty and fork over one of your goodies as penance. However, we like to think the human race is smarter than the average clam, so we devised a deck with all kinds of negative-upkeep critters. If your opponent, can't deal with, say, a Demonic Hordes, he's gonna lose a land a turn...or worse.

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Gaea's Liege SC R ●●● 3🌲🌲🌲 L,U,R,4th
🌀: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. * is the number of forests you control; when attacking, * is the number of forests defender controls. */*.

Gaea's Touch EN C ●●● 🌲🌲 DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add 🌲🌲 to your mana pool .

Gargantuan Gorilla SC R ●●● 4🌲🌲🌲 AI
During your upkeep, sacrifice a forest, or bury Gorilla and take 7 damage. If you sacrifice a snow-covered forest, Gorilla gains trample until end of turn. 🌀: Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.

Ghazbán Ogre SC C ●● 🌲 AN,CH,5th
During controller's upkeep, Ghazbán Ogre switches to the control of the player with the most life. 2/2.

Giant Badger SC R ●●● 1🌲🌲 PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.

Giant Caterpillar SC C ●●● 3🌲 VS
🌲, Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3.

Giant Growth INS C ●●●● 🌲 L,U,R,4TH,IA,5th
Target creature gets +3/+3 until end of turn.

Giant Mantis SC C ●●● 3🌲 MG
Giant Mantis can block creatures with flying. 2/4.

Giant Spider SC C ●●● 3🌲 L,U,R,4th,5th
Giant Spider can block creatures with flying. 2/4.

Giant Turtle SC C ● 1🌲🌲 LG
Giant Turtle may not attack if it did so during your last turn. 2/4.

Gibbering Hyenas SC C ●● 2🌲 MG
Gibbering Hyenas cannot block black creatures. 3/2.

Gift of the Woods EC C ●●● 🌲 AI
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain 1 life.

Glyph of Reincarnation INS C ● 🌲 LG
Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.

Gorilla Berserkers SC C ●●● 3🌲🌲 AI
Trample, rampage: 2. Cannot be blocked by less than three creatures. 2/3.

Gorilla Chieftain SC C ●●● 2🌲🌲 AI
1🌲: Regenerate. 3/3.

Gorilla Pack SC C ● 2🌲 IA
Foresthome. 3/3.

Granger Guildmage SC C ●●● 🌲 MG
✱,🌀: Target creature gains first strike. 🔴,🌀: Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.

Grizzly Bears SC C ●●● 1🌲 L,U,R,4th,5th
2/2.

Hail Storm INS U ●● 1🌲🌲 AI
Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.

Hall of Gemstone EW R ●●●● 1🌲🌲 MG
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land only produces mana of the chosen color.

Harrow INS U ●● 2🌲 TM
Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.

Harvest Wurm SC C ● 1🌲 WL
When Harvest Wurm comes into play, return any basic land card from your graveyard to your hand or bury Harvest Wurm. 3/2.

Heartwood Dryad SC C ●●● 1🌲 TM
Heartwood Dryad can block creatures with shadow. 2/1.

Heartwood Giant SC R ●● 3🌲🌲 TM
🌀, Sacrifice a forest: Giant deals 2 damage to target player. 4/4.

Heartwood Treefolk SC U ●●● 2🌲🌲 TM
Forestwalk. 3/4.

Hermit Druid SC R ●● 1🌲 SH
🌲, 🌀: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard. 1/1.

Hidden Path EN R ●●● 2🌲🌲🌲🌲 DK
All green creatures gain forestwalk.

Hornet Cobra SC C ● 1🌲🌲 LG
First strike. 2/1.

Horned Sliver SC U ●●● 2🌲 TM
All Slivers gain trample. 2/2.

Hot Springs EL R ●● 1🌲 IA
🌀: Tap land Hot Springs enchants to prevent 1 damage to any target.

Hungry Mist SC C ●●● 2🌲🌲 HL,5th
During your upkeep, pay 🌲🌲 or bury Hungry Mist. 6/2.

Hurricane SOR U ●●●● X🌲 L,U,R,4TH,IA,5th
Do X damage to all players and flying creatures.

Ice Storm SOR U ●●● 2🌲 L,U
Destroy any one land.

Ichneumon Druid SC U ● 1🌲🌲 LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.

Ifh-Bíff Efreet SC R ●●●● 2🌲🌲 AN
Flying. 🌲: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.

Instill Energy EC U ●● 🌲 L,U,R,4th,5th
You may untap creature one extra time during your turn; target may attack when it comes into play.

Ironroot Treefolk SC C ● 4🌲 L,U,R,4th,5th
3/5.

Jackalope Herd SC C ●●●● 3🌲 EX
If you play any spell, return Jackalope Herd to owner's hand. 4/5.

Johtull Wurm SC U ●●● 5🌲 IA,5th
Johtull Wurm gets -2/-1 for each extra creature blocking it. 6/6.

Jolrael's Centaur SC C ●●●● 1🌲🌲 MG
Flanking. Cannot be the target of spells or effects. 2/2.

Joven's Ferrets SC C ●●● 🌲 HL
If Ferrets attack, they get +0/+2. At end of combat, tap all creatures blocking Ferrets. They don't untap as normal next untap phase. 1/1.

Jungle Patrol SC R ●●● 3🌲 MG
1🌲, 🌀: Put a Wood token into play. Treat as a 0/1 green creature that counts as a wall. Sacrifice a token: Add 🟢 to your mana pool. 3/2.

Jungle Wurm SC C ●●● 3🌲🌲 MG
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.

Juniper Order Druid SC C ●●● 2🌲 IA
🌀: Untap a land of your choice. 1/1.

Karoo Meerkat SC U ●●● 1🌲 MG
Protection from blue. 2/1.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Katabatic Winds EN R ●● 2🌲 VS
Phasing. Creatures with flying cannot attack, block, or use any ability that includes 🌀 in the activation cost.

Kaysa SL R ●●● 3🌲🌲 AI
All green creatures you control get +1/+1. 2/3.

Keeper of the Beasts SC U ●●● 🌲🌲 EX
🌲, 🌀: Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you. 1/2.

Killer Bees SC U ●●● 1🌲🌲 LG,4th,5th
Flying. 🌲: Give Bees +1/+1 until end of turn. 0/1.

King Cheetah SC C ●● 3🌲 VS
You may play King Cheetah whenever you can play an instant. 3/2.

Krakilin SC U ●●● X🌲🌲 TM
Comes into play with X +1/+1 counters on it. 1🌲: Regenerate. 0/0.

Kudzu EL R ● 1🌲🌲 L,U,R
When target land is tapped, it is destroyed. The player who just lost a land to Kudzu must place it on any other land in play.

Kyscu Drake SC U ●● 3🌲 VS
Flying. 🌲: +0/+1 until end of turn. (Max 🌲) Sacrifice Kyscu and Spitting Drake: Search your library for Viashivan Dragon and put it into play. 2/2.

Land Leeches SC C ●● 1🌲🌲 DK,4th
First strike. 2/2.

Leaping Lizard SC C ●● 1🌲🌲 HL
1🌲: Flying and -0/-1 until the end of turn. 2/3

Ley Druid SC U ●●● 2🌲 L,U,R,4th,5th
🌀: Untap a land of your choice. 1/1.

Lhurgoyf SC R ●●●● 2🌲🌲 IA,5th
* equals the total number of creatures in all graveyards. */*+1.

Lichenthrope SC R ●● 3🌲🌲 VS
For each 1 damage dealt to Lichenthrope, put a -1/-1 counter on it instead. During your upkeep, remove one of these counters from Lichenthrope. 5/5.

STUMPERS



Q: When you cast Fling, can you sacrifice more than one creature? —Anthony Julian, Brooklyn, N.Y.

A: *No. On spells, the "cost: effect" wording just means that the cost part is still gone even if the spell is countered. It doesn't mean that you can pay the cost more than once to get multiples of the effect. Similarly, you cannot discard 5 cards to cast a 20-point Sonic Burst, or sacrifice more than one land to a Harrow.*

Liege of the Hollows SC R ●●● 2🌲🌲 WL
If Liege is put into graveyard from play, each player may pay any amount of mana to put that number of 1/1 green Squirrel tokens into play. 3/4.

Lifeforce EN U ●●● 🌲🌲 L,U,R,4th,5th
🌲🌲: Counter a black spell as it is being cast .

Lifelace INT R ● 🌲 L,U,R,4th
Changes the color of one card in play to green.

Living Artifact EA R ●●● 🌲 L,U,R,4th,5th
Put one counter on target artifact for each life you lose. During your upkeep, you may trade one and only one counter for 1 life.

Living Lands EN R ●●● 3🌲 L,U,R,4th,5th
Treat all forests in play as 1/1 creatures.

Living Plane EW R ●●● 2🌲🌲 LG
All lands are are now also 1/1 creatures.

Llanowar Behemoth SC U ●●●● 3🌲🌲 WL
Tap a creature you control: +1/+1 until end of turn. 4/4.

Llanowar Druid SC C ●● 1🌲 WL
🌀, Sacrifice Llanowar Druid: Untap all forests. 1/2.

Llanowar Elves SC C ●●●● 🌲 L,U,R,4th,5th
🌀: Add 🌲 to your mana pool. 1/1.

Llanowar Sentinel SC C ●●● 2🌲 WL
When Llanowar Sentinel comes into play, you may pay 1🌲 to search your library for a Llanowar Sentinel card. Put that card into play. 2/3.

Locust Swarm SC U ●●● 3🌲 MG
Flying. 🌲: Regenerate. 🌲: Untap Locust Swarm. Use only once each turn. 1/1.

Lowland Basilisk SC C ●●● 2🌲 SH
Whenever Lowland Basilisk damages any creature, destroy that creature at end of combat. 1/3.

Lure EC U ●●● 1🌲🌲 L,U,R,4TH,IA,5th
All creatures that can block target creature must do so.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Lure of Prey INS R ●●● 2🌲🌲 MG
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.

Lurker SC R ●●● 2🌲 DK
Cannot be target of spells unless it attacked or blocked this turn. 2/3.

Maddening Wind EC U ●● 2🌲 IA
CU: 🌲. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.

Mammoth Harness EC R ● 3🌲 HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.

Manabond EN R ●● 🌲 EX
During your discard phase, you may choose to put all land cards from your hand into play. If you do, discard the rest of your hand.

Maro SC R ●●●● 2🌲🌲 MG
* is equal to the number of cards in your hand. */*.

Marsh Viper SC C ●● 3🌲 DK,4th,5th
Opponent takes 2 poison counters when damaged by Viper. 1/2.

Master of the Hunt SC R ●●● 2🌲🌲 LG
2🌲🌲: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.

Metamorphosis SOR C ● 🌲 AN, CH
Sacrifice a creature to gain mana equal to its casting cost + 1. This mana can be of any one color, but it can only be used for summon spells.

Mindbender Spores SC R ●● 2🌲 MG
Flying. Whenever Spores blocks a creature, put four counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.

Mirri, Cat Warrior SL R ●●● 1🌲🌲 EX
Mirri, Cat Warrior counts as a Cat Warrior. First strike, forestwalk. 2/3.

Mirri's Guile EN R ●●● 🌲 TM
During your upkeep, you may look at the top three cards of your library and put them back in any order.

Mongrel Pack SC R ●●● 3🌲 TM
If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as 1/1 green creatures. 4/1.

Mortal Wound EC C ●● 🌲 VS
If damage is dealt to enchanted creature, destroy it.

Moss Monster SC C ● 3🌲🌲 LG
3/6.

Mtenda Lion SC C ●●● 🌲 MG
If Mtenda Lion attacks, defending player may pay 🔵 to have it deal no combat damage this turn. 2/1.

Mulch SOR C ●●● 1🌲 SH
Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.

Muscle Sliver SC C ●●● 1🌲 TM
All Slivers get +1/+1. 1/1.

Mwonvuli Ooze SC R ●●● 🌲 WL
CU: 🌲. Mwonvuli Ooze has power and toughness each equal to 1 plus its last paid cumulative upkeep. 1+*/1+*.

Nafs Asp SC C ●● 🌲 AN,4th
If Nafs Asp damages opponent, it deals an additional 1 damage during opponent's next upkeep unless 1 is paid before then. 1/1.

Natural Balance SOR R ●●●● 2🌲🌲 MG
Each player with six or more lands sacrifices enough lands to reduce his total to five. Each player with four or fewer lands may search his library for enough basic land to bring his total to five and put them into play.

Natural Order SOR R ●●● 2🌲🌲 VS
Sacrifice a green creature: Search your library for a green creature card, put it into play as if it were just played, then shuffle your library.

Natural Selection INS R ● 🌲 L,U
Look at top three cards of any library. You may then shuffle that library.

Natural Spring SOR C ●●● 3🌲🌲 TM
Target player gains 8 life.

Nature's Chosen EC U ●●● 🌲 AI
Play on one of your creatures. 0: Untap creature. Use only during your turn and only once per turn. 0: Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.

Nature's Kiss EC C ●●● 1🌲 WL
1: Remove top card in your graveyard from the game: Enchanted creature gets +1/+1 until end of turn.

Nature's Lore SOR U ●●● 1🌲 IA,5th
Search your library for one forest and put it into play.

Nature's Resurgence SOR R ●●● 2🌲🌲 WL
Each player draws a number of cards equal to the number of creature cards in his or her graveyard.

Nature's Revolt EN R ●●● 3🌲🌲 TM
All lands are 2/2 creatures.

Nature's Wrath EN R ●●● 4🌲🌲 AI
During your upkeep, pay 🌲 or bury Wrath. Whenever a player puts a swamp or black permanent into play, he sacrifices a swamp or black permanent. Whenever a player puts an island or a blue permanent into play, he sacrifices an island or a blue permanent.

Needle Storm SOR U ●● 2🌲 TM
Needle Storm deals 4 damage to each creature with flying.

Nettletooth Djinn SC U ●●● 3🌲 MG
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.

Niall Silvain SC R ●● 3🌲🌲 DK
🌲🌲🌲, 🌀: Regenerate target creature. 2/2.

Night Soil EN C ●●● 🌲🌲 FE
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, a 1/1 green creature, into play.

Nurturing Licid SC U ●●● 1🌲 TM
🌲,🌀: Licid loses this ability and becomes a creature enchantment that reads "🌲: Regenerate enchanted creature" instead of a creature. Move Licid onto target creature. You may pay 🌲 to end this effect. 1/1.

Oath of Druids EN R ●●●● 1🌲 EX
During each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from his library until he reveals a creature card, putting it into play and the rest into his graveyard.

Overgrowth EL C ●● 2🌲 SH
Whenever enchanted land is tapped for mana, it produces an additional 🌲🌲.

Overrun SOR U ●●●● 2🌲🌲🌲 TM
Al creatures you control get +3/+3 and gain trample until end of turn.

Pale Bears SC R ●●● 2🌲 IA
Islandwalk. 2/2.

Panther Warriors SC C ●●● 4🌲 VS
6/3.

People of the Woods SC U ●● 🌲🌲 DK
=number of forests you control. 1/.

Pincher Beetles SC C ●●● 2🌲 TM
Pincher Beetles cannot be the target of spells or abilities. 3/1.

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Pixie Queen SC R •• 2🌳🌳 LG
🌳🌳🌳, 🌳: Give target creature flying until end of turn. 1/1.

Plated Rootwalla SC C ••• 4🌳 EX
2🌳: Plated Rootwalla gets +3/+3 until end of turn. Play this ability only once each turn. 3/3.

Powerleech EN U ••• 🌳🌳 AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.

Pradesh Gypsies SC C •• 2🌳 LG,4th,5th
1🌳, 🌳: Give target creature -2/-0 until end of turn. 1/1.

Predatory Hunger EC C •• 🌳 EX
Whenever any opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature.

Preferred Selection EN R ••• 2🌳🌳 MG
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay 2🌳🌳 to draw the card.

Primal Order EN R •••• 2🌳🌳 HL,5th
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.

Primal Rage EN U •• 1🌳 SH
All creatures you control gain trample.

Provoke INS C •• 1🌳 SH
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.

Pygmy Allosaurus SC R ••• 2🌳 IA
Swampwalk. 2/2.

Pygmy Troll SC C ••• 1🌳 EX
For each creature that blocks it, Pygmy Troll gets +1/+1 until end of turn.
🌳: Regenerate Pygmy Troll. 1/1.

Pyknite SC C •• 2🌳 IA
Draw a card at start of the turn after Pyknite comes into play. 1/1.

Quirion Druid SC R ••• 2🌳 VS
🌳, 🌳: Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.

Quirion Elves SC C •••• 1🌳 MG
When you play Quirion Elves, choose a color. 🌳: Add one mana of the chosen color to your mana pool. 🌳: Add 🌳 to your mana pool. 1/1.

Quirion Ranger SC C •••• 🌳 VS
Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn. 1/1.

Rabid Wolverines SC C ••• 3🌳 EX
For each creature that blocks it, Rabid Wolverines gets +1/+1 until end of turn. 4/4.

Rabid Wombat SC U ••• 2🌳🌳 LG,CH,5th
+2/+2 for each enchantment on it. Doesn't tap when attacking. 0/1.

Radjan Spirit SC U ••• 3🌳 LG,4th,5th
🌳: Target creature loses flying ability until turn ends. 3/2.

Rampant Growth SOR C ••• 1🌳 MG,TM
Search your library for a basic land card and put it into play, tapped.

Reality Anchor INS C •• 1🌳 TM
Target creature loses shadow until end of turn. Draw a card.

Reap INS U ••• 1🌳 TM
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.

• **Rebirth** SOR R •• 3🌳🌳 LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.

Reclaim INS C •••• 🌳 EX
Put target card from your graveyard on top of your library.

Recycle EN R •••• 4🌳🌳 TM
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.

Redwood Treefolk SC C •• 4🌳 WL
3/6.

Regeneration EC C •• 1🌳 L,U,R,4TH,JA,MG,5th
🌳: Regenerate enchanted creature.

• **Regrowth** SOR U ••••• 1🌳 L,U,R
Bring a card from your graveyard into your hand.

Reincarnation INS U ••• 1🌳🌳 LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.

Renewal SOR C • 2🌳 HL
Sacrifice a land to search your library and put a basic land into play. Cantrip.

Respite INS C ••• 1🌳 TM
Creatures deal no combat damage this turn. Gain 1 life for each attacker.

Resuscitate INS U •• 1🌳 EX
Until end of turn, each creature you control gains "1🌳: Regenerate this creature."

Revelation EW R •• 🌳 LG, CH
All players play with their hands face up.

Rime Dryad SC C •• 🌳 IA
Snow-covered forestwalk. 1/2.

Ritual of Subdual EN R •• 4🌳🌳 IA
CU: 2. All mana-producing lands now produce colorless mana.

River Boa SC C •••• 1🌳 VS
Islandwalk. 🌳: Regenerate. 2/1.

Rogue Elephant SC C ••• 🌳 WL
When Elephant comes into play, sacrifice a forest or bury Elephant. 3/3.

Root Maze EN R •• 🌳 TM
All artifacts and lands come into play tapped.

Rootbreaker Wurm SC C •• 5🌳🌳 TM
Trample. 6/6.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Roots EC U •• 3🌳 HL
Tap target creature without flying. That creature does not untap.

Roots of Life EN U ••• 1🌳🌳 MG
Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.

Root Spider SC U • 3🌳 HL
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.

Rootwalla SC C ••• 2🌳 TM
1🌳: Rootwalla gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.

Rootwater Alligator SC C •• 3🌳 EX
Sacrifice a forest: Regenerate Rootwater Alligator. 3/2.

Rowen EN R ••• 2🌳🌳 VS
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

Rust INT C • 🌳 LG
Counter target artifact effect that requires an activation cost.

Rysorian Badger SC R •• 2🌳 HL
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.

Sabertooth Cobra SC C •• 2🌳 MG
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.

Sandstorm INS C •• 🌳 AN,4th,MG
Do 1 damage to all attacking creatures.

Savaen Elves SC C • 🌳 DK
🌳🌳, 🌳: Destroy target enchant land. 1/1.

Scaled Wurm SC C •• 7🌳 IA,5th
7/6.

Scarwood Bandits SC R ••• 2🌳🌳 DK
Forestwalk. 2🌳, 🌳: Control target artifact. Opponent may counter this by paying 2. You lose control of artifact if Bandits leave play. 2/2.

Scarwood Hag SC U ••• 1🌳 DK
🌳🌳🌳, 🌳: Give target creature forestwalk until end of turn. 🌳: Remove forestwalk from target creature until end of turn. 1/1.

Scavenger Folk SC C ••• 🌳 DK,CH,5th
1🌳: Sacrifice Scavenger Folk to destroy target artifact. 1/1.

Scragnoth SC U ••• 4🌳 TM
Protection from blue. While Scragnoth is being cast, it cannot be countered. 3/4.

Scryb Sprites SC C •• 🌳 L,U,R,4th,5th
Flying. 1/1.

Seedling Charm INS C ••• 🌳 MG
Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn.

Seeds of Innocence SOR R ••• 1🌳🌳 MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.

Seeker of Skybreak SC C •••• 1🌳 TM
🌳: Untap target creature. 2/1.

Serene Heart INS C •• 1🌳 MG
Destroy all local enchantments.

Shambling Strider SC C ••• 4🌳🌳 IA
🌳🔴: +1/-1 until end of turn. 5/5.

Shanodin Dryads SC C •• 🌳 L,U,R,4th,5th
Forestwalk. 1/1.

Shelkin Brownie SC C • 1🌳 LG
🌳: Remove banding ability from target creature until end of turn. 1/1.

Shrink INS C •• 🌳 HL,5th
Target creature gets -5/-0 until the end of turn.

Singing Tree SC R ••• 3🌳 AN
🌳: Reduce attacking creature's power to 0 until end of turn. 0/3.

Skyshroud Archer SC C •• 🌳 SH
🌳: Target creature with flying gets -1/-1 until end of turn. 1/1.

Skyshroud Elf SC C ••• 1🌳 TM
🌳: Add 🌳 to your mana pool. 1: Add ✱ or 🔴 to your mana pool. 1/1.

Skyshroud Elite SC U ••• 🌳 EX
Skyshroud Elite gets +1/+2 as long as any opponent controls any nonbasic lands. 1/1.

Skyshroud Ranger SC C ••• 🌳 TM
🌳: Choose a land in your hand and put it into play. Play as a sorcery. 1/1.

Skyshroud Troll SC C ••• 2🌳🌳 TM
1🌳: Regenerate Skyshroud Troll. 3/3.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Skyshroud Troopers SC C •• 3🌳 SH
🌳: Add 🌳 to your mana pool. Play this ability as a mana source. 3/3.

Skyshroud War Beast SC R ••• 1🌳 EX
Trample. Skyshroud War Beast has power and toughness each equal to the number of nonbasic lands target opponent controls. */*.

Snowblind EC R • 3🌳 IA
Target creature gets -*/-*. * is the number of snow-covered lands the defender controls when creature attacks. Otherwise, * equals number of snow-covered lands creature's controller owns.

Song of Serenity EN U 1🌳 EX
Creatures with any enchantments on them cannot attack or block.

Spectral Bears SC U ••• 1🌳 HL
If Bears is declared as an attacker and defending player controls no black cards, Bears do not untap as normal next untap phase. 3/3.

Spider Climb EC C ••• 🌳 VS
You may play Spider Climb as an instant; if you do, bury it at end of turn. Creature gets +0/+3 and can block creatures with flying.

Spike Breeder SC R ••• 3🌳 SH
Breeder comes into play with three +1/+1 counters on it. 2, Remove a +1/+1 counter from Breeder: Put a +1/+1 counter on target creature. 2, Remove a +1/+1 counter from Breeder: Put a Spike token into play. Treat this token as a 1/1 green creature. 0/0.

Spike Colony SC C ••• 4🌳 SH
Spike Colony comes into play with four +1/+1 counters on it. 2, Remove a +1/+1 counter from Colony: Put a +1/+1 counter on target creature. 0/0.

Spike Drone SC C •• 🌳 TM
Spike Drone comes into play with one +1/+1 counter on it. 2, Remove a +1/+1 counter from Drone: Put a +1/+1 counter on target creature. 0/0.

Spike Feeder SC U ••• 1🌳🌳 SH
Spike Feeder comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter fro Spike Feeder: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder: Gain 2 life. 0/0.

Spike Hatcher SC R 6🌳 EX
Spike Hatcher comes into play with six +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Hatcher: Put a +1/+1 counter on target creature. 1, Remove a +1/+1 counter from Spike Hatcher: Regenerate Spike Hatcher. 0/0.

Spike Rogue SC U 1🌳🌳 EX
Spike Rogue comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Rogue: Put a +1/+1 counter on target creature. 2, Remove a +1/+1 counter from any creature you control: Put a +1/+1 counter on Spike Rogue. 0/0.

Spike Soldier SC U ••• 2🌳🌳 SH
Soldier comes into play with three +1/+1 counters on it. 2, Remove a +1/+1 counter from Soldier: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Soldier: Soldier gets +2/+2 until end of turn. 0/0.

Spike Weaver SC R •• 2🌳🌳 EX
Spike Weaver comes into play with three +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Weaver: Put a +1/+1 counter on target creature. 1, Remove a +1/+1 counter from Spike Weaver: Creatures deal no combat damage this turn. 0/0.

Spike Worker SC C •• 2🌳 SH
Worker comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter from Worker: Put a +1/+1 counter on target creature. 0/0.

Spined Wurm SC C •• 4🌳 SH
5/4.

Spitting Slug SC U •• 1🌳🌳 DK
1🌳: First strike until end of turn. If this ability is not used, every creature in combat with Slug gains first strike until end of turn. 2/4.

Splintering Wind EN C ••• 2🌳🌳 AI
2🌳: Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature with CU: 🌳. If this token leaves play, it deals 1 damage to you and to each creature you control.

Spore Cloud INS C ••• 1🌳🌳 FE
Tap all blocking creatures. No creatures in combat do no damage. No creatures in combat untap as normal during their controller's next untap phase.

Spore Flower SC U •• 🌳🌳 FE
Put a counter on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1.

Stalking Tiger SC C •• 3🌳 MG
Stalking Tiger cannot be blocked by more than one creature. 3/3.

Stampede INS R ••• 1🌳🌳 IA,5th
All attacking creatures get trample and +1/+0 until end of turn.

Stampeding Wildebeests SC U ••• 2🌳🌳 VS
Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.

Storm Seeker INS U •••• 3🌳 LG, CH
Do 1 damage to opponent for every card he has in hand.

COMBOS UNGLUED





Elvish Impersonators and Erratic Portal: The Elvis wannabees are cool, but unpredictable. You may get a 6/6 creature; you may get 1/2…who knows? So why not defy the odds and keep recasting your Elvish Impersonators until you're happy with the result? One zap of your handy-dandy Erratic Portal and they're back in your hand and ready to come back out on stage one more time.

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Storm Front EN U ●●● 🟢 TM
🟢🟢: Tap target creature with flying.

Stream of Life SOR C ●●● X🟢 L,U,R,4th,5th
Target player gains X life.

Striped Bears SC C ●● 3🟢 WL
When Striped Bears comes into play, draw a card. 2/2.

Stunted Growth SOR R ●●●● 3🟢🟢 IA
Target player must put three cards from his hand on top of his library.

Subdue INS C ●● 🟢 LG
Target creature deals 0 damage. It gets +0/+X, where X is its casting cost.

Summer Bloom SOR U ●● 1🟢 VS
You may play up to three additional lands this turn.

Superior Numbers SOR U ●● 🟢🟢 MG
Deal to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.

Survival of the Fittest EN R ●●●● 1🟢 EX
🟢, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players and put it into your hand.

Sylvan Hierophant SC U ●●● 1🟢 WL
If Hierophant is put into any graveyard from play, remove Hierophant from the game, then return a creature card from your graveyard to your hand. 1/2.

Sylvan Library EN R ●●●● 1🟢 LG,4th,5th
You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.

Sylvan Paradise INS U ● 🟢 LG
Change the color of one or more creatures to green until end of turn.

Tarpan SC C ●● 🟢 IA,5th
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.

Taste of Paradise SOR C ●●● 3🟢 AI
Gain 3 life. Gain 3 life for each 1🟢 you pay over the casting cost.

Tempting Licid SC U ●● 2🟢 SH
🟢, 🟢: Licid loses this ability and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of a creature. Move Licid onto target creature. You may pay 🟢 to end this effect. 2/2.

Thallid SC C ●●● 🟢 FE
Put a counter on Thallid during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, in play. 1/1.

Thallid Devourer SC U ●● 1🟢🟢 FE
Put a counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling: +1/+2 until end of turn. 2/2.

Thelonite Druid SC U ●●● 2🟢 FE
1🟢, 🟢: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.

Thelonite Monk SC R ●●● 2🟢🟢 FE
🟢: Sacrifice a green creature to turn a land into a basic forest. 1/2.

Thelon's Chant EN U ●● 1🟢🟢 FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.

Thelon's Curse EN R ●● 🟢🟢 FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay 4 to untap one and only one creature.

Thermokarst SOR U ●●● 1🟢🟢 IA
Destroy target land. You gain 1 life if that land is snow-covered.

Thicket Basilisk SC U ●●● 3🟢🟢 L,U,R,4th,5th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.

Thorn Thallid SC C ●●● 1🟢🟢 FE
During your upkeep, put a spore counter on Thorn Thallid. Remove three counters to have it deal 1 damage to any target. 2/2.

Thoughtleech EN U ●●● 🟢🟢 IA
Gain 1 life whenever target opponent taps an island.

Timber Wolves SC R ●● 🟢 L,U,R,4th
Banding. 1/1.

Tinder Wall SC C ●●●● 🟢 IA
Sacrifice: Add 🔴🔴. 🔴, Sacrifice: Do 2 damage to creature it blocks. 0/3.

Titania's Song EN U ●●● 3🟢 AQ,R,4th,5th
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.

Tornado EN R ● 4🟢 AI
CU: 🟢. 2🟢: Pay 3 life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.

Touch of Vitae INS U ●● 2🟢 IA
Target is unaffected by summoning sickness and may untap an extra time. Cantrip.

Tracker SC R ●●● 1🟢🟢 DK
🟢🟢, 🟢: Do damage in power to target creature. Target creature does damage equal to its power to Tracker. 2/2.

Trailblazer INS R ●●● 2🟢🟢 IA
Target creature may not be blocked this turn.

Trained Armodon SC C ●● 1🟢🟢 TM
3/3.

Tranquil Domain INS C ●●●● 1🟢 MG
Destroy all global enchantments.

Tranquil Grove EN R ●●●● 1🟢 WL
1🟢🟢: Destroy all other enchantments.

Tranquility SOR C ●●●● 2🟢 L,U,R,4th,5th,TM
Destroy all enchantments in play.

Tropical Storm SOR U ●●● X🟢 MG
Do X damage to all flying creatures and 1 damage to all blue creatures.

Trumpeting Armodon SC U ●●● 3🟢 TM
1🟢: Target creature blocks Trumpeting Armodon this turn if able. 3/3.

Tsunami SOR U ●●● 3🟢 L,U,R,4th,5th
Destroy all islands in play.

Typhoon SOR R ●● 2🟢 LG
Do 1 damage to opponent for each island he controls.

Uktabi Efreet SC C ●●● 2🟢🟢 WL
CU: 🟢. 5/4.

Uktabi Faerie SC C ●● 1🟢 MG
Flying. 3🟢, Sacrifice Uktabi Faerie: Destroy target artifact. 1/1.

Uktabi Orangutan SC U ●●● 2🟢 VS
When Uktabi Orangutan comes into play, destroy target artifact. 2/2.

Uktabi Wildcats SC R ●●● 4🟢 MG
* is number of forests you have. 🟢, Sacrifice a forest: Regenerate. */*.

Undergrowth INS C ●● 🟢 AI
No creatures deal damage in combat this turn. If you pay 2🟢 in addition to casting cost, Undergrowth doesn't affect red creatures.

Unseen Walker SC U ●●● 1🟢 MG
Forestwalk. 1🟢🟢: Target creature gains forestwalk until end of turn. 1/1.

Untamed Wilds SOR U ●●● 2🟢 LG,4th,5th
Search your library for one basic land and put it in play.

Unyaro Bee Sting SOR U ●● 3🟢 MG
Unyaro Bee Sting deals 2 damage to target creature or player.

Venom EC C ●●● 1🟢🟢 DK,4th,5th
All non-wall creatures in combat with target are destroyed after combat.

Venomous Breath INS U ●●● 3🟢 IA
All creatures in combat with target are destroyed after combat.

Verdant Force SC R ●● 5🟢🟢🟢 TM
During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 7/7.

Verdant Touch SOR R ●●● 1🟢 SH
Buyback 3. Target land becomes a 2/2 creature permanently.

Verdigris INS U ●●● 2🟢 TM
Destroy target artifact.

Verduran Enchantress SC R ●● 1🟢🟢 L,U,R,4th,5th
Draw a card each time you cast an enchantment. 0/2.

Veteran Explorer SC U ●● 🟢 WL
If Explorer is put into any graveyard from play, each player may search his or her library for up to two basic lands and put those lands into play. 1/1.

Village Elder SC C ●● 🟢 MG
🟢, 🟢: Sacrifice a forest: Regenerate target creature. 1/1.

Vitalize INS C ●●● 🟢 WL
Untap all creatures you control.

Volrath's Gardens EN R ●● 1🟢 SH
2, Tap a creature you control. Gain 2 life. Play this ability as a sorcery.

Waiting in the Weeds SOR R ●●● 1🟢🟢 MG
Each player puts a 1/1 green Cat token into play for each of his untapped forests.

Wall of Blossoms SC U ●●●● 1🟢 SH
When Wall of Blossoms comes into play, draw a card. 0/4.

Wall of Brambles SC U ●● 2🟢 L,U,R,4th,5th
🟢: Regenerates. 2/3.

Wall of Ice SC U ●● 2🟢 L,U,R,4th
0/7.

Wall of Pine Needles SC U ●● 3🟢 IA
🟢: Regenerate. 3/3.

Wall of Roots SC C ●●● 1🟢 MG
Put a -0/-1 counter on Wall of Roots: Add 🟢 to your mana pool. Use this ability only once each turn. 0/5.

STUMPERS



Q: My opponent summons a creature before declaring an attack. Can I destroy the creature with Maddening Imp, even though it has summoning sickness? —Ricky Cheung, Monterey Park, Calif.

A: *Yes. If your opponent has a Maddening Imp out, it's usually a good idea to declare an attack before summoning any of your creatures. Unless, of course, the creature you want to summon is a Ball Lightning.*

Wall of Wood SC C ● 🟢 L,U,R,4th
0/3.

Wanderlust EC U ●● 2🟢 L,U,R,4th,5th
Do 1 damage to controller of target creature during upkeep.

War Mammoth SC C ●●● 3🟢 L,U,R,4th,5th
Trample. 3/3.

Warthog SC C ●●● 1🟢🟢 VS
Swampwalk. 3/2.

Web EC R ● 🟢 L,U,R,4th
Target creature gains +0/+2 and may block flying creatures.

Whippoorwill SC U ●●● 🟢 DK
🟢🟢, 🟢: Target may not regenerate or be a target of damage-preventing effects. If target goes to graveyard, remove it from the game. 1/1.

Whirling Dervish SC U ●●●● 🟢🟢 LG,4th,5th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.

Whip Vine SC C ●● 2🟢 AI
Can block flying creatures. You may choose not to untap Vine during untap phase. 🟢: Tap target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.

Whiteout INS U ●●● 1🟢 IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.

Wiitigo SC R ●● 3🟢🟢 IA
Put six +1/+1 counters on Wiitigo. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.

Wild Elephant SC C ●●● 3🟢 MG
Trample. 3/3.

Wild Growth EL C ●● 🟢 L,U,R,4th,IA,5th
Target land provides an extra 🟢 when tapped for mana.

Willow Faerie SC C ●● 1🟢 HL
Flying. 1/2.

Willow Priestess SC R ●●● 2🟢🟢 HL
🟢: Take a Faerie from your hand and put it directly into play. 2🟢: Target green creature gains protection from black until the end of turn. 2/2.

Willow Satyr SC R ●● 2🟢🟢 LG
🟢: Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped. 1/1.

Wind Shear INS U ●● 2🟢 VS
All attacking flying creatures get -2/-2 and lose flying until end of turn.

Winter Blast SOR U ●●● X🟢 LG,4th,5th
Tap X target creatures. Do 2 damage to each target flying creature.

Winter's Grasp SOR U ●●● 1🟢🟢 TM
Destroy target land.

Wolverine Pack SC C ●● 2🟢🟢 LG,5th
Rampage: 2. 2/4.

Wood Elemental SC R ● 3🟢 LG
Sacrifice * untapped forests when casting Wood Elemental. */*.

Wood Elves SC C ●● 2🟢 EX
When Wood Elves comes into play, search your library for a forest card and put that forest into play. 1/1.

Woolly Mammoths SC C ●● 1🟢🟢 IA
Gains trample if you control any snow-covered lands. 3/2.

Woolly Spider SC C ●●● 1🟢🟢 IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.

Worldly Tutor INS U ●●● 🟢 MG
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

Wormwood Treefolk SC R ●●● 3🟢🟢 DK
🟢🟢: Forestwalk until end of turn and you take 2 damage. 🟢🟢: Swampwalk until end of turn and you take 2 damage. 4/4.

Wyluli Wolf SC R ●●● 1🟢 AN,5th
🟢: Give a creature +1/+1 until end of turn. 1/1.

Yavimaya Ancients SC C ●● 3🟢🟢 AI
🟢: +1/-2 until end of turn. 2/7.

Yavimaya Ants SC U ●●●● 2🟢🟢 AI
Trample. CU: 🟢🟢. Unaffected by summoning sickness. 5/1.

Yavimaya Gnats SC U ●●● 2🟢 IA
Flying. 🟢: Regenerate. 0/1.

RED

Active Volcano INS C ● 🔴 LG, CH
Destroy a blue permanent or return an island to owner's hand.

Ærathi Berserker SC U ●● 2🔴🔴 LG
Rampage: 3. 2/4.

Æther Flash EN U ●●● 2🔴🔴 WL
When any creature comes into play, Flash deals 2 damage to that creature.

Aftershock SOR C ●●● 2🔴🔴 TM
Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.

Agent of Stromgald SC C ●● 🔴 AI
🟢: Add 🔴 to your mana pool. 1/1.

Agility EC C ●●● 1🔴 MG
Enchanted creature gets +1/+1 and gains flanking.

Aggression EC U ●●● 2🔴 IA
Target non-wall creature gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.

Aladdin SC R ●●● 2🔴🔴 AN, CH
1🔴🔴: Steal an artifact. 1/1.

Aleatory INS U ●● 1🔴 MG
Flip a coin; If you win, target creature gets +1/+1 until end of turn. Cantrip.

Ali Baba SC U ●● 🔴 AN,4th
🟢: Tap a wall. 1/1.

Aliban's Tower INS C ●● 1🔴 HL
Target defending creature gains +3/+1 until end of turn.

Ali from Cairo SC R ●●●● 2🔴🔴 AN
You cannot be reduced below 1 life due to damage. 0/1.

Ambush INS C ●● 3🔴 HL
All blocking creatures get first strike.

Ambush Party SC C ●● 4🔴 HL,5th
First strike. May attack the turn it comes into play on your side. 3/1.

Amok EN R ●● 1🔴 SH
1, Discard a card at random: Put a +1/+1 counter on target creature.

An-Zerrin Ruins EN R ●● 2🔴🔴 HL
A creature type of your choice does not untap during untap phase.

Anaba Ancestor SC R ●● 1🔴 HL
🟢: Target Minotaur gets +1/+1 until end of turn. 1/1.

Anaba Bodyguard SC C ●● 3🔴 HL
First strike. 2/3.

Anaba Shaman SC C ●●● 3🔴 HL
🟢, 🟢: Do 1 damage to target creature or player. 2/2.

Anaba Spirit Crafter SC R ●● 2🔴🔴 HL
All minotaurs get +1/+0. 1/3.

Anarchy SOR U ●●●● 2🔴🔴 IA
Destroy all white permanents.

Anarchist SC C ●● 4🔴 EX
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.

Ancient Runes EN U ●● 2🔴 TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.

Apocalypse SOR R ●● 2🔴🔴🔴 TM
Remove all permanents from the game. Discard your hand.

Armorer Guildmage SC C ●● 🔴 MG
🟢, 🟢: Target creature gets +1/+0. 🟢, 🟢: Target gets +0/+1. 1/1.

Artifact Blast INT C ● 🔴 AQ
Counter an artifact as it is being cast.

Atog SC C ●●● 1🔴 AQ,R,5th
0, Sacrifice an artifact: +2/+2. 1/2.

Avalanche SOR U ● X🔴🔴 IA
Destroy X snow-covered lands.

Backdraft INS U ●● 1🔴 LG
Do half the damage (round down) done by one sorcery to its caster.

Balduvian Barbarians SC C ●● 1🔴🔴 IA
3/2.

Balduvian Horde SC R ●●●● 2🔴🔴 AI
When Horde enters play, randomly discard a card or bury Horde. 5/5.

Balduvian Hydra SC R ●● X🔴🔴 IA
Put X +1/+0 counters on Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Hydra. 🔴🔴🔴: Put a +1/+0 counter on Hydra during your upkeep. 0/1.

MAGIC The Gathering®

players guide

Name / Description	Kind	CR	Rating	Cost	Sets Found
Balduvian War-Makers Rampage: 1. War-Makers is unaffected by summoning sickness. 3/3.	SC	C	••	4	AI
Ball Lightning Trample. Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 6/1.	SC	R	••••		DK,4th,5th
Barbarian Guides 2, : Give target creature snow-covered landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.	SC	C	••	2	IA
Barbed Sliver Each Sliver gains ": This creature gets +1/+0 until end of turn." 2/2.	SC	U	•••	2	TM
Barreling Attack Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.	INS	R	•••	2	MG
Battle Frenzy All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.	INS	C	•••	2	IA
Beasts of Bogardan Protection from red. Gets +1/+1 if opponent controls white cards. 3/3.	SC	U	•••	4	LG, CH
Bestial Fury If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Cantrip.	EC	C	•••	2	AI
Betrothed of Fire Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature: All creatures you control get +2/+0 until end of turn.	EC	C	•	1	WL
Bird Maiden Flying. 1/2.	SC	C	•	2	AN,4th,5th
Blazing Effigy When placed in the graveyard from play, Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3.	SC	C	••	1	LG
Blind Fury All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.	INS	U	••	2	MG
Blistering Barrier Counts as a wall. 5/2.	SC	C	••	2	MG
Brassclaw Orcs Cannot be assigned to block creatures of power greater than 1. 3/2.	SC	C	••	2	FE,5th
Brothers of Fire : Do 1 damage to any target and 1 damage to you. 2/2.	SC	C	••	1	DK,4th,5th
Brute, The Target creature gains +1/+0. : Regenerates.	EC	C	••	1	LG,4th,5th
Builder's Bane Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bane deals 1 damage to that artifact's controller.	SOR	C	•••	X	MG
Burnout Counter target blue spell. Cantrip.	INT	U	•••	1	AI
Burning Palm Efreet : Do 2 damage to a flying creature; it loses flying for this turn. 2/2.	SC	U	••	2	MG
Burning Shield Askari Flanking. : First strike until end of turn. 2/2.	SC	C	••••	2	MG
Burrowing Target creature gains mountainwalk.	EC	C	••		L,U,R,4th
Canyon Drake Flying. 1: Discard a card at random: Canyon Drake gets +2/+0 until end of turn. 1/2.	SC	R	•	2	TM
Canyon Wildcat Mountainwalk. 2/1.	SC	C	•••	1	TM
Cave People People get +1/-2 until end of turn when they are attacking. 1, : Give target creature mountainwalk until end of turn. 1/4.	SC	U	••	1	DK,4th,5th
Caverns of Despair No player may attack or block with more than two creatures each turn.	EN	R	••	2	LG
Chain Lightning Do 3 damage to any target. The target or target's controller may pay for Chain Lightning to do 3 damage to a target of his choosing.	SOR	C	••••		LG
Chandler , : Destroy target artifact creature. 3/3.	SL	C	••	4	HL
Chaos Charm Target creature is unaffected by summoning sickness this turn; or Chaos Charm deals 1 damage to a creature; or destroy target wall.	INS	C	•••		MG
Chaos Harlequin : Remove top card of your library from game. If its a land, Harlequin gets -4/-0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.	SC	R	••	2	AI
Chaoslace Changes the color of a card being played or in play to red.	INT	R	•		L,U,R,4th
Chaos Lord First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.	SC	R	••	4	IA
Chaos Moon If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional . If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.	EN	R	••	3	IA
Convulsing Licid , : Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Licid onto target creature. You may pay to end this effect. 2/2.	SC	U	••	2	SH
Craven Giant Craven Giant cannot block. 4/1.	SC	C	•	2	SH
Crevasse Creatures with mountainwalk may be blocked.	EN	U	•	2	LG
Crimson Hellkite Flying. , : Do X damage to target creature. Spend red mana only. 6/6.	SC	R	•••	6	MG
Crimson Kobolds Crimson Kobolds are red creatures. 0/1.	SC	C	•	0	LG
Crimson Manticore Flying. , : Do 1 damage to an attacking or blocking creature. 2/2.	SC	R	••	2	LG,4th,5th
Crimson Roc Flying. If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.	SC	U	••	4	MG
Crookshank Kobolds Crookshank Kobolds are red creatures. 0/1.	SC	C	•	0	LG
Crown of Flames : Enchanted creature gets +1/+0 until end of turn. : Return Crown of Flames to owner's hand.	EC	C	•••		TM
Curse of Marit Lage Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.	EN	R	•••	3	IA
Deadshot Tap target creature. That creature deals damage equal to its power to another target creature.	SOR	R	••	3	TM
Death Spark Do 1 damage to any target. At end of upkeep, if Spark is in your grav-yard with a creature directly above it, you may pay 1 to pick up Spark.	INS	U	••		AI
Desert Nomads Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	••	2	AN
Desperate Gambit Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.	INS	U	••		WL
Detonate Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.	SOR	U	•••	X	AQ,4th,5th
Disharmony Untap target attacking creature and gain control of it until end of turn.	INS	R	••	2	LG
Disintegrate Do X damage to target. If target dies this turn, remove it from game.	SOR	C	••••	X	L,U,R,4th,5th
Dizzying Gaze Play Dizzying Gaze only on a creature you control. : Enchanted creature deals 1 damage to target creature with flying.	EC	C	••		EX
Dragon Whelp Flying. : +1/+0; if more than is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	•••	2	L,U,R,4th
Duct Crawler 1: Target creature cannot block Duct Crawler this turn. 1/1.	SC	C	••		SH
Dwarven Armorer , : Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	••		FE
Dwarven Armory 2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	•••	2	IA
Dwarven Berserker If Berserker is blocked, it gets +3/+0 & gains trample until turn ends. 1/1.	SC	C	••	1	WL
Dwarven Catapult Do X damage, divided evenly among all of opponent's creatures.	INS	U	••	X	FE,5th
Dwarven Demolition Team : Destroy target wall. 1/1.	SC	U	••	2	L,U
Dwarven Lieutenant 1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	••		FE
Dwarven Miner 2, : Destroy target nonbasic land. 1/2.	SC	U	•••	1	MG
Dwarven Nomad : Target creature with power 2 or less is unblockable this turn. 1/1.	SC	C	•••	2	MG
Dwarven Pony , : Target Dwarf gets mountainwalk until the end of turn. 1/1.	SC	R	•		HL
Dwarven Sea Clan : At the end of combat, do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands. 1/1.	SC	U	••	2	HL
Dwarven Soldier If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.	SC	C	••	1	FE,5th
Dwarven Song Change color of any number of target creatures to red until end of turn.	INS	U	•		LG
Dwarven Thaumaturgist : Switch power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn. 1/2.	SC	R	•••	2	WL
Dwarven Trader 1/1.	SC	C	•		HL
Dwarven Vigilantes If Vigilantes attacks and is not blocked, you may have it deal no combat damage. If you do, Vigilantes deals damage equal to its power to target creature. 2/2.	SC	C	••	2	VS
Dwarven Warriors : Target creature of power no greater than 2 becomes unblockable. 1/1.	SC	C	•••	2	L,U,R,4th,5th
Dwarven Weaponsmith , Sacrifice an artifact: Add a +1/+1 counter to target creature. 1/1.	SC	U	••	1	AQ,R
Earthbind Do 2 damage to and remove flying ability from target flying creature.	EC	C	••		L,U,R
Earth Elemental 4/5.	SC	U	••	3	L,U,R,4th
Earthquake Do X damage to all players and non-flying creatures in play.	SOR	R	••••	X	L,U,R,4th,5th
Elkin Lair During each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.	EW	R	••	3	VS
Ekundu Cyclops If any creature you control attacks, Cyclops also attacks if able. 3/4.	SC	C	•••	3	MG
Emberwilde Djinn Flying. During each player's upkeep, he or she may pay or 2 life to gain control of Emberwilde Djinn. 5/4.	SC	R	•••	2	MG
Enraging Licid , : Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. You may pay to end this effect. 1/1.	SC	U	••	1	TM
Blood Frenzy Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.	INS	C	•••	1	TM
Blood Lust Target creature gets +4/-4. Its toughness cannot go below 1.	INS	C	•••	1	LG,4th,5th
Blood Moon Treat all non-basic lands as basic mountains.	EN	R	••••	2	DK, CH
Bloodrock Cyclops Bloodrock Cyclops attacks each turn if able. 3/3.	SC	C	•••	2	WL
Bogardan Firefiend If Bogardan Firefiend is put into any graveyard from play, it deals 2 damage to target creature. 2/1.	SC	C	•••	2	WL
Bogardan Phoenix Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it; if Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3.	SC	R	••	2	VS
Boil Destroy all islands.	INS	U	•••	3	TM
Boiling Blood Target creature attacks this turn if able. Draw a card.	INS	C	••	2	WL
Bone Shaman : Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.	SC	C	••	2	IA
Brand of Ill Omen CU: . Target creature's controller may not cast summon spells.	EC	R	••	3	IA
Chaosphere Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.	EW	R	•••	2	MG
Chaotic Goo Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.	SC	R	••	2	TM
Cinder Cloud Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.	INS	U	•••	3	MG
Cinder Crawler : Cinder Crawler gets +1/+0 until end of turn. Play this ability only if Cinder Crawler is blocked. 1/2.	SC	C	••	1	EX
Cinder Giant During upkeep, Giant deals 2 damage to other creatures you control. 5/3.	SC	U	••	3	WL
Cinder Wall If Cinder Wall blocks, destroy it at end of combat. 3/3.	SC	C	••		WL
Cone of Flame Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.	SOR	U	•••	3	WL
Conquer Take control of target land.	EL	U	•••	3	IA,5th
Consuming Ferocity Play on a non-Wall. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if creature has 3 of these counters, bury the creature and it deals to its controller an amount of damage equal to its power.	EC	U	••	1	MG

COMBOS UNGLED





Censorship and Common Courtesy: Here's some Common Courtesy, without the courtesy part. With this enchantment in play, drop down a Censorship and name "please." When your opponent tries to ask permission without saying the magic word, be sure to quote the flavor text. If he still won't suck up the 2 damage, feel free to do him the courtesy of putting his countered spell in the graveyard.

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend-
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Enslaved Scout SC C •• 2 AI
2: Mountainwalk until end of turn. 2/2.
Eron the Relentless SL U •••• 3 HL
3: Regenerates. Unaffected by summoning sickness. 5/2.
Errantry EC C ••• 1 IA,5th
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.
Eternal Flame SOR R • 1 DK
Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.
Eternal Warrior EC C •• LG,4th,5th
Target creature does not tap to attack.
Evaporate SOR U •• 2 HL
Deal 1 damage to each blue and white creature.
• **Falling Star** SOR R • 2 LG
Flip Falling Star onto playing area. Star must rotate 360°. Any creature Star touches takes 3 damage and taps if it survives.
False Orders INS C ••• L,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.
Fanning the Flames SOR U ••• X DK
Buyback 3. Do X damage to target creature or player.
Feint INS C • LG
Tap all creatures blocking target creature. Target deals no damage.
Fervor EN R ••• 2 WL
All creatures you control are unaffected by summoning sickness.
Fighting Chance INS R • EX
For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.
Final Fortune INS R ••• 2 MG
Take another turn. You lose the game at the end of that turn.
Fire Drake SC U •• 1 DK,CH,5th
Flying. : +1/+0. Only one can be used in this manner. 1/2.
Fire Elemental SC U •• 3 L,U,R,4th
5/4.
Fire Whip EC C •••• 1 WL
Play only on a creature you control.Enchanted creature gains the ability: "0: Do 1 damage to target creature or player." Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.
Fireball SOR C •••• X L,U,R,4th,5th
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.
Fireblast INS C ••• 4 VS
You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.
Firebreathing EC C ••• L,U,R,4th,MG,5th
: +1/+0.
Firefly SC U •• 3 TM
Flying. : Firefly gets +1/+0 until end of turn. 1/1.
Fireslinger SC C ••• 1 TM
0: Fireslinger deals 1 damage to target creature or player and 1 damage to you. 1/1.
Firestorm INS R •••• WL
Discard X cards: Do X damage to each of X creatures and/or players.
Firestorm Phoenix SC R •••• 4 LG
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.
Fissure INS C ••• 3 DK,4th
Bury target land or creature.
Fit of Rage SOR C •• 1 WL
Target creature gets +3/+3 and gains first strike until end of turn.
Flame Elemental SC U •• 2 MG
, 0, Sacrifice: Do damage equal to Elemental's power to a creature. 3/2.
Flame Spirit SC U •• 4 IA,5th
: +1/+0 until end of turn. 2/3.
Flame Wave SOR U •• 3 SH
Do 4 damage to target player and each creature he or she controls.
Flare INS C •• 2 IA,MG,5th
Flare does 1 damage to any target. Cantrip.
Flashfires SOR U ••• 3 L,U,R,4th,5th
Destroy all plains in play.
Fling INS C ••• 1 SH
Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.
Flowstone Blade EC C • SH
: Enchanted creature gets +1/-1 until end of turn.
Flowstone Flood SOR U ••• 3 EX
Buyback—Pay 3 life, Discard a card at random. Destroy target land.
Flowstone Giant SC C ••• 2 TM
: Flowstone Giant gets +2/-2 until end of turn. 3/3.
Flowstone Hellion SC U ••• 4 SH
Flowstone Hellion is unaffected by summoning sickness. 0: Flowstone Hellion gets +1/-1 until end of turn. 3/3.
Flowstone Mauler SC R ••• 4 SH
Trample. : Flowstone Mauler gets +1/-1 until end of turn. 4/5.
Flowstone Salamander SC U ••• 3 TM
: Salamander deals 1 damage to target creature blocking it. 3/4.
Flowstone Shambler SC C •• 2 SH
: Flowstone Shambler gets +1/-1 until end of turn. 2/2.
Flowstone Wyvern SC R ••• 3 TM
Flying. : Flowstone Wyvern gets +2/-2 until end of turn. 3/3.
• **Fork** INT R ••••• L,U,R
Duplicate a sorcery or instant just cast. You choose the new target.
Frost Giant SC U •• 3 LG
Rampage: 2. 4/4.
Furnace Brood SC C •• 3 EX
: Target creature cannot be regenerated this turn. 3/3.
Furnace of Rath EN R •••• TM
Double all damage assigned to any creature or player.
Furnace Spirit SC C •• 2 SH
Furnace Spirit is unaffected by summoning sickness. : Furnace Spirit gets +1/+0 until end of turn. 1/1.
Game of Chaos SOR R •• IA,5th
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.
Giant Strength EC C ••• LG,4th,5th,TM
Make target creature +2/+2.
Glacial Crevasses EN R •• 2 IA
0: Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.

Glyph of Destruction INS C • LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.
Goblin Artisans SC U • AQ, CH
0: Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.
Goblin Balloon Brigade SC U ••• L,U,R,4th
: Gains flying until end of turn. 1/1.
Goblin Bomb EN R •• 1 WL
During your upkeep, you may choose to flip a coin. If the flip ends up in your favor, put a fuse counter on Goblin Bomb. Otherwise, remove a fuse counter from Goblin Bomb. Remove five fuse counters from Goblin Bomb, Sacrifice Goblin Bomb: Do 20 damage to target player.
Goblin Bombardment EN U ••• 1 TM
Sacrifice a creature: Bombardment deals 1 damage to target creature or player.
Goblin Caves EL C •• 1 DK
If target land is a basic mountain, all Goblins gain +0/+2.
Goblin Chirurgeon SC C • FE
Sacrifice a Goblin: Regenerate target creature. 0/2.
Goblin Digging Team SC C • DK,5th
0: Sacrifice Digging Team to destroy target wall. 1/1.
Goblin Elite Infantry SC C •• 1 MG
If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.
Goblin Flotilla SC R ••• 2 FE
Islandwalk. At the start of the attack, pay or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.
Goblin Grenade SOR C ••• FE
Sacrifice a Goblin: Deal 5 damage to target creature or player.
Goblin Grenadiers SC U •• 3 WL
Sacrifice Grenadiers: Destroy target creature and target land. Use this ability only if Goblin Grenadiers is attacking and unblocked. 2/2.
Goblin Hero SC C •• 2 DK,5th
2/2.

STUMPERS



Q: I play a Ball Lightning and use Dragon Mask on it. At the end of my turn, will the Ball Lightning go to my hand or will it be buried by its inherent ability?—Georg Schmidt, Leer, Germany

A: *Since you control both "at end of turn" effects, you choose the order in which they are played. If you return the Ball Lightning to your hand first, you can recast it on the next turn.*

Goblin King SC R •• 1 L,U,R,4th,5th
All Goblins gain mountainwalk and +1/+1. 2/2.
Goblin Kites EN U •• 1 FE
: Give target creature you control with toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.
Goblin Mutant SC U ••• 2 IA
Trample. Mutant cannot attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 5/3.
Goblin Recruiter SC U ••• 1 VS
When Recruiter comes into play, search your library for any number of Goblin cards. Put them on top of your library in any order. 1/1.
Goblin Rock Sled SC C • 1 DK,4th
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.
Goblin Sappers SC C •• 1 IA
, 0: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. , 0: Target creature you control is unblockable. That creature is destroyed after combat. 1/1.
Goblin Scouts SOR U ••• 3 MG
Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.
Goblin Shrine EL C •• 1 DK, CH
If target land is a basic mountain, all Goblins gain +1/+0. Does 1 damage to all Goblins if it leaves play.
Goblin Ski Patrol SC C • 1 IA
1: Gains flying and +2/+0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. 1/1.
Goblin Soothsayer SC U ••• MG
, 0, Sacrifice a Goblin: All red creatures get +1/+1 til end of turn. 1/1.

Goblins of the Flarg SC C ••• DK, CH
Mountainwalk. Bury Goblins if you control any Dwarves. 1/1.
Goblin Snowman SC U •• 3 IA
Snowman neither takes nor deals damage in combat when blocking. 0: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.
Goblin Swine-Rider SC C •• VS
If Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1.
Goblin Tinkerer SC C ••• 1 MG
, 0: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.
Goblin Vandal SC R •• WL
0: Destroy target artifact defending player controls. Goblin Vandal deals no combat damage this turn. Use this ability only if Goblin Vandal is attacking and unblocked and only once each turn. 1/1.
Goblin War Drums EN C ••• 2 FE,5th
Each attacker you control may not be blocked with less than two creatures.
Goblin Warrens EN R ••• 2 FE,5th
2: Sacrifice two Goblins to put three 1/1 red Goblin tokens into play.
Goblin Wizard SC U •• 2 DK
0: Put a Goblin from your hand directly into play. : Give target Goblin protection from white until end of turn. 1/1.
Gorilla Shaman SC U •••• AI
X X 1: Destroy target non-creature artifact with casting cost of X. 1/1.
Gorilla War Cry INS C • 1 AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Granite Gargoyle SC R ••• 2 L,U,R
Flying. : +0/+1. 2/2.
Gravity Sphere EW R ••• 2 LG
All creatures lose flying ability.
Gray Ogre SC C • 2 L,U,R,4th
2/2.
Grizzled Wolverine SC C •• 1 IA
: +2/+0. Use only when Wolverine is blocked and only once. 2/2.
Guerrilla Tactics INS C ••• 1 AI
Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.
Hammer of Bogardan SOR R •••• 1 MG
Do 3 damage to any target. 2: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.
Hand to Hand EN R •• 2 TM
Instants and abilities requiring activation cost cannot be played during combat.
Havoc EN U •• 1 TM
Whenever target opponent casts a white spell, he or she loses 2 life.
Heat of Battle EN U •• 1 SH
Whenever any creature blocks, Heat of Battle deals 1 damage to that creature's controller.
Heart of Bogardan EN R •••• 2 WL
CU: 2. If Heart of Bogardan's CU is not paid, it deals damage equal to its last paid CU to target player and each creature he controls.
Heart Sliver SC C •• 1 TM
All Slivers are unaffected by summoning sickness. 1/1.
Heart Wolf SC R •• 3 HL
First strike. 0: Target Dwarf gets first strike and +2/+0. If Dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.
Hearth Charm INS C •• VS
Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0; or target creature with power 2 or less is unblockable this turn.
Heat Stroke EN R •• 2 WL
At end of each combat, destroy all creatures that blocked or were blocked.
Heat Wave EN U •• 1 VS
CU: . Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.
Hill Giant SC C •• 3 L,U,R,4th,5th
3/3.
Hivis of the Scale SL R ••• 3 MG
You may choose not to untap Hivis. 0: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.
Hulking Cyclops SC U ••• 3 VS
Hulking Cyclops cannot block. 5/5.
Hurloon Minotaur SC C •• 1 L,U,R,4th,5th
2/3.
Hurloon Shaman SC U • 1 WL
If Hurloon Shaman is put into any graveyard from play, each player chooses and buries a land he or she controls. 2/3.
Hurr Jackal SC R •• AN,4th
0: Target creature cannot regenerate this turn. 1/1.
Hyperion Blacksmith SC U •• 1 LG
0: Tap or untap target artifact opponent controls. 2/2.
Illicit Auction SOR R ••• 3 MG
Choose target creature. Each player may bid life for control of that creature. Auction ends when the high bid stands. High bidder loses life equal to the high bid and gains control of the creature.
Immolation EC C ••• LG,4th
Make target creature +2/-2.
Imposing Visage EC C •• IA,5th
Target creature cannot be blocked by less than 2 creatures.
Incinerate INS C ••••• 1 IA,MG,5th
Do 3 damage to any target. Creatures may not regenerate.
Invasion Plans EN R •• 2 SH
Each creature blocks whenever able. Attacking player chooses how each creature blocks.
Inferno INS R ••• 5 DK,4th,5th
Do 6 damage to all players and all creatures.
Ironclaw Curse EC R •• HL,5th
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.
Ironclaw Orcs SC C ••• 1 L,U,4th,5th
May only block creatures of power equaling 1 or less. 2/2.
Jackal Pup SC U ••• TM
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. 2/1.
Jokulhaups SOR R •••• 4 IA,5th
Bury all artifacts, creatures, and lands.
Joven SL C •• 3 HL
, 0: Destroy target non-creature artifact. 3/3.
Kaervek's Torch SOR C •••• X MG
Interrupts that target Kaervek's Torch each cost an additional 2 to play. Kaervek's Torch deals X damage to target creature or player.
Karplusan Giant SC U •• 6 IA
0: Tap a snow-covered land you control to give Giant +1/+1. 3/3.

MAGIC The Gathering®

players guide

Name / Description	Kind	CR	Rating	Cost	Sets Found
Karplusan Yeti : Yeti and target do their power in damage to each other. 3/3.	SC	R	●●●	3	IA
Keeper of Kookus : Protection from red until end of turn. 1/1.	SC	C	●●●		VS
Keeper of the Flame , : Keeper of the Flame deals 2 damage to target opponent. Play this ability only if that opponent has more life than you. 1/2.	SC	U	●●	2	EX
Keldon Warlord * is the number of non-wall creatures in play on your side. */*.	SC	U	●●	2	L,U,R,4th,5th
Kindle Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.	INS	C	●●●●	1	TM
• **Kird Ape** Gains +1/+2 if you have at least one forest in play. 1/1.	SC	C	●●●●●		AN,R
Kobold Drill Sergeant Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	●	1	LG
Kobold Overlord First strike. Give all your Kobolds first strike. 1/2.	SC	R	●	1	LG
Kobolds of Kher Keep 0/1.	SC	C	●	0	LG
Kobold Taskmaster Give all your Kobolds +1/+0. 1/2.	SC	U	●	1	LG
Kookus Trample. During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able. : +1/+0 until end of turn. 3/5.	SC	R	●●●	3	VS
Land's Edge Any player may discard a card from hand at any time and do 2 damage to a player of his choice if the card discarded is a land.	EW	R	●●●	1	LG, CH
Lava Burst Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.	SOR	C	●●●●	X	IA
Lava Hounds Lava Hounds is unaffected by summoning sickness. When Lava Hounds comes into play, it deals 4 damage to you. 4/4.	SC	U	●●●●	2	WL
Lava Storm Deals 2 damage to each attacking creature OR to each blocking creature.	INS	C	●●	3	WL
Lightning Blast Lightning Blast deals 4 damage to target creature or player.	INS	C	●●●	3	TM
Lightning Bolt Do 3 damage to one target.	INS	C	●●●●●	1	L,U,R,4th
Lightning Cloud : Do 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.	EN	R	●●●	3	VS
Lightning Elemental Lightning Elemental is unaffected by summoning sickness. 4/1.	SC	C	●●●	3	TM
Magnetic Mountain To untap a blue creature, controller must spend 4 during upkeep.	EN	R	●●	1	AN,R,4th
Manabarbs Do 1 damage to controller whenever he draws mana from any land.	EN	R	●●●	3	L,U,R,4th,5th
Mana Clash Choose a player. You both flip a coin. Any player whose coin comes up tails loses 1 life. Repeat until both players' coins come up heads.	SOR	R	●		DK,4th,5th
Mana Flare Each land produces an extra mana of its normal type.	EN	R	●●●	2	L,U,R,4th,5th
Maniacal Rage Enchanted creature gets +2/+2 and cannot block.	EC	C	●●●	1	EX
Maraxus of Keld Maraxus of Keld has power and toughness each equal to the total number of untapped artifacts, creatures, and lands you control. */*.	SL	R	●●●	1	WL
Márton Stromgald If Márton attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Márton blocks, all other blockers gain +*/+* until end of turn. 1/1.	SL	R	●●●	2	IA
Melee Cast on your turn during combat, before defense is chosen. Choose how your attackers are blocked. After declaring blockers, untap any unblocked attackers. Treat those creatures as if they had not attacked.	INS	U	●●	4	IA
Melting All snow-covered lands turn into non-snow-covered lands of same type.	EN	U	●●	3	IA
Meteor Shower Do X+1 damage divided among any number of targets.	SOR	C	●●●	X	IA
Mijae Djinn If Djinn attacks, flip a coin. If opponent wins, Djinn taps but doesn't attack. 6/3.	SC	R	●●●	2	AN,R
Mob Justice Mob Justice deals 1 damage to target player for each creature you control.	SOR	C	●●	1	SH
Mob Mentality Enchanted creature gains trample. If all non-wall creatures you control attack, enchanted creature gets +*/+0 until end of turn, where * is equal to the number of attacking creatures.	EC	U	●●		VS
Mogg Assassin : Flip a coin. If you win the flip, destroy target creature an opponent controls. Otherwise, destroy target creature of that opponent's choice. 2/1.	SC	U	●●●	2	EX
Mogg Bombers If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player. 3/4.	SC	C	●●	3	SH
Mogg Conscripts Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn. 2/2.	SC	C	●		TM
Mogg Fanatic Sacrifice Fanatic: Fanatic deals 1 damage to target creature or player. 1/1.	SC	C	●●●		TM
Mogg Flunkies Mogg Flunkies cannot attack or block during a turn in which no other creature you control attacks or blocks. 3/3.	SC	C	●●	1	SH
Mogg Infestation Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures.	SOR	R	●●●	3	SH
Mogg Maniac Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent. 1/1.	SC	U	●●●	1	SH
Mogg Raider Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. 1/1.	SC	C	●●		TM
Mogg Squad Mogg Squad gets -1/-1 for each other creature in play. 3/3.	SC	U	●	1	TM
No Quarter Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.	EN	R	●●	3	TM
Oath of Mages During each player's upkeep, if that player has less life than target opponent, he or she may have Oath deal 1 damage to that opponent.	EN	R	●	1	EX
Ogre Enforcer Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.	SC	R	●●●	3	VS
Ogre Shaman , Discard a card at random: Ogre Shaman deals 2 damage to target creature or player. 3/3.	SC	R	●●●	3	EX
Omen of Fire Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.	INS	R	●●●	3	AI
Onslaught Whenever you successfully cast a creature spell, tap target creature.	EN	C	●●		EX
Opportunist : Opportunist deals 1 damage to target creature that was damaged this turn. 2/2.	SC	U	●●	2	TM
Orc General : Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	●	2	DK
Orcish Artillery : Does 2 damage to any target and 3 damage to you. 1/3. Misprint: Alpha version lists casting cost as 1.	SC	U	●●●	1	L,U,R,4th,5th
Orcish Cannoneers : Does 2 damage to any target and 3 damage to you. 1/3.	SC	U	●●●	1	IA
Orcish Captain 1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2. 1/1.	SC	U	●●		FE,5th
Orcish Conscripts Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.	SC	C	●		IA,5th
Orcish Farmer : Turn target land into a swamp until its controller's next untap. 2/2.	SC	C	●●●	1	IA,5th
Orcish Healer , : Target creature may not regenerate. , : Regenerate a black or green creature. , : Regenerate a black or green creature. 1/1.	SC	U	●●	2	IA
Orcish Librarian , : Take the top eight cards of your library and randomly remove four from the game. Put the rest in any order on top of your library. 1/1.	SC	R	●●●	1	IA
Orcish Lumberjack : Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.	SC	C	●●●●		IA
Orcish Mechanics : Sacrifice an artifact: Do 2 damage to any target. 1/1.	SC	C	●●	2	AQ
Orcish Mine Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orish Mine deals 2 damage to land's controller.	EL	U	●●	1	HL
Orcish Oriflamme All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as 1.	SC	U	●●●	3	L,U,R,4th,5th
Orcish Settlers , , Sacrifice Orcish Settlers: Destroy X target lands. 1/1.	SC	U	●●●	1	WL
Orcish Spy : Look at the top three cards in target player's library. 1/1.	SC	C	●●●		FE
Orcish Squatters If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3.	SC	R	●●●	4	IA,5th
Orcish Veteran Cannot block white creatures of power greater than 1. : First strike until end of turn. 2/2.	SC	C	●●	2	FE
Orgg Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 6/6.	SC	R	●●●●	3	FE,5th
Pallimud * is equal to the number of tapped lands target opponent controls. */3.	SC	R	●●●	2	TM
Pandemonium Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.	EN	R	●●●	3	EX
Panic Target may not block. Cantrip.	INS	C	●●		IA,5th
Paroxysm During the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn.	EC	U	●●	1	EX
Pillage Bury target artifact or land.	SOR	U	●●●●	1	AI
Power Surge Before untap phase, active player must count untapped lands. During his upkeep, that player takes 1 damage for each land that had been untapped.	EN	R	●●●	2	L,U,R,4th
Price of Progress Price of Progress deals 2 damage to each player for each nonbasic land he or she controls.	INS	U	●●●	1	EX
Primitive Justice Destroy target artifact. Destroy a target artifact for each 1 you pay in addition to the casting cost. Destroy a target artifact and gain 1 life for each 1 you pay in addition to the casting cost.	SOR	U	●●●	1	AI
Primordial Ooze Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1 per counter or Ooze deals 1 damage to you per counter and taps. 1/1.	SC	U	●●		LG,CH,5th
Pyric Salamander : +1/+0 until end of turn. Bury Salamander at end of turn. 1/1.	SC	C	●●	1	MG
Pyroblast Counter target spell or destroy target permanent if it is blue.	INT	C	●●●●		IA,5th
Pyroclasm Do 2 damage to each creature.	SOR	U	●●●●	1	IA
Pyrokinesis You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divided among any number of creatures.	INS	U	●●●	4	AI
Pyrotechnics Do 4 damage divided any way among any number of targets.	SOR	U	●●●	4	LG,4th,5th
Quarum Trench Gnomes : Target plains produce 1 instead of * until end of game. 1/1.	SC	R	●●●	3	LG
Raging Bull 2/2. Boooooooooring.	SC	C	●	2	LG
Raging Goblin Raging Goblin is unaffected by summoning sickness. 1/1.	SC	C	●●		EX
Raging Gorilla If Gorilla blocks or is blocked, it gets +2/-2 until end of turn. 2/3.	SC	C	●●	2	VS
Lightning Reflexes You may choose to play Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.	EC	C	●●●	1	MG
Lowland Giant 4/3.	SC	C	●●	2	TM
Mage il-Vec , Discard a card at random: Mage il-Vec deals 1 damage to target creature or player. 2/2.	SC	C	●	2	EX
Magmasaur Magmasaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magmasaur, or sacrifice Magmasaur and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player. 0/0.	SC	R	●●	3	TM
Mons's Goblin Raiders 1/1.	SC	C	●		L,U,R,4th,5th
Monstrous Hound Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player. 4/4.	SC	R	●●	3	EX
Mountain Goat Mountainwalk. 1/1.	SC	C	●●●	2	IA,5th
Mountain Yeti Mountainwalk, protection from white. 3/3.	SC	C	●●●	2	LG, CH
Mudslide Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.	EN	R	●●	2	IA
Nalathni Dragon Flying, banding. : +1/+0 until end of turn. Bury Nalathni Dragon if more than is spent in this manner in one turn. 1/1.	SC	R	●●	2	PR

COMBOS UNGLUED





Goblin Bookie and Amulet of Quoz: The bookie is already number one on Eugene T. Dudley's must-have list. Since Dudley's best killer strategy so far is to get the Amulet in play and then win the coin flip, he said the bookie will increase his chance of winning by 150%. OK, Eugene, time to go back to your coloring books now.

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Raging River EW R ●●● ' ●● L,U
When attacking, divide opponent's ground creatures on either side of River. Choose on which side of River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.

Raging Spirit SC C ●● 3● MG
2: Raging Spirit is colorless until end of turn. 3/3.

Raiding Party EN U ●●● 2● FE
Cannot be target of white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save up to 2 plains.

Rathi Dragon SC R ●●●● 2●● TM
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon. 5/5.

Ravenous Baboon SC R ●● 3● EX
When Baboons comes into play, destroy target nonbasic land. 2/2.

Reckless Embermage SC R ●●● 3● MG
1●: Mage does 1 damage to any target and 1 damage to itself. 2/2.

Reckless Ogre SC C ●●● 3● EX
If Reckless Ogre attacks and no other creatures do, it gets +3/+0 until end of turn. 3/2.

Red Elemental Blast INT C ●●●● ● U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.

Reign of Chaos SOR U ●●● 2●● MG
Destroy target plains or island and target white or blue creature.

Relentless Assault SOR R ●●●● 2●● VS
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.

Renegade Warlord SC U ●● 4● TM
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn. 3/3.

Retribution SOR U ●● 2●● HL
Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.

Rock Hydra SC R ●● ● L,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends ● per head. During upkeep, new heads may be grown for ●●● apiece. 0/0.

Roc Hatchling SC U ●● ● WL
When Hatchling comes into play, put four shell counters on it. During your upkeep, remove a shell counter from Hatchling. As long as no shell counters are on it, Hatchling gets +3/+2 and gains flying. 0/1.

Roc of Kher Ridges SC R ●●●● 3● L,U,R
Flying. 3/3.

Rock Slide INS C ●●● X● VS
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

Rogue Skycaptain SC R ●●● 2● AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 2 for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.

Rolling Thunder SOR C ●●●● X●● TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.

Ruination SOR R ●●●● 3● SH
Destroy all nonbasic lands.

Rukh Egg SC C ●●●● 3● AN
If Rukh Egg goes to the graveyard from play, you get a Rukh token, a 4/4 flying red creature, at end of turn. 0/3.

Sabretooth Tiger SC C ●● 2● IA,5th
First strike. 2/1.

Sabertooth Wyvern SC U ●● 4● EX
Flying, first strike. 3/2.

Sandstone Warrior SC C ●●● 2●● TM
First strike. ●: Sandstone Warrior gets +1/+0 until end of turn. 1/3.

Sawtooth Ogre SC C ●●● 2●● WL
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat. 3/3.

Scalding Salamander SC U ●● 2● EX
0: Scalding Salamander deals 1 damage to each creature without flying defending player controls. Play this ability only if Scalding Salamander is attacking and only once each turn. 2/1.

Scorched Earth SOR R ●●● X● TM
Choose and discard X land cards: Destroy X target lands.

Searing Spear Askari SC C ●●●● 2● MG
Flanking. 1●: Cannot be blocked by only one creature this turn. 2/2.

Searing Touch INS U ●● ● TM
Buyback 4. Searing Touch deals 1 damage to target creature or player.

Sedge Troll SC R ●●● 2● L,U,R
●: Regenerates. Gains +1/+1 if you control any swamps. 2/2.

Seething Anger SOR C ●●● ● SH
Buyback 3. Target creature gets +3/+0 until end of turn.

Seismic Assault EN R ●●● ●●● EX
Choose and discard a land card: Seismic Assault deals 2 damage to target creature or player.

Shadowstorm SOR U ●● ● TM
Shadowstorm deals 2 damage to each creature with shadow.

Shard Phoenix SC R ●●●● 4● SH
Flying. ●●●: Put Shard Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during your upkeep. Sacrifice Phoenix: Shard Phoenix deals 2 damage to each creature without flying. 2/2.

Shatter INS C ●●● 1● L,U,R,4TH,IA,5th,TM
Destroy target artifact.

Shattering Pulse INS C ●●● 1● EX
Buyback 3. Destroy target artifact.

Shatterstorm SOR R ●●● 2●● AQ,R,5th
Bury all artifacts in play.

Shivan Dragon SC R ●●●● 4●● L,U,R,4th,5th
Flying. ●: +1/+0. 5/5.

Shock INS C ●● ● SH
Shock deals 2 damage to target creature or player.

Shocker SC R ●●● 1● TM
If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1.

Sirocco INS U ●● 1● MG
Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card.

Sisters of the Flame SC C ●● 1●● DK,4th
●: Add ● to your mana pool. 2/2.

Smoke EN R ●● ●● L,U,R,4th,5th
Each player may only untap one creature during untap phase.

Soldier of Fortune SC U ●●● ● AI
●, ●: Target player shuffles his library. 1/1.

Solfatara INS C ●● 2● VS
Target player cannot play any land cards this turn. Cantrip.

Song of Blood SOR C ●● 1● VS
Put top four cards from your library into graveyard. For each creature card, all creatures that attack this turn get +1/+0 until end of turn.

Sonic Burst INS C ●●● 1● EX
Discard a card at random: Burst deals 4 damage to target creature or player.

Spellshock EN U ●● 2● EX
When a player casts a spell, Spellshock deals 2 damage to him or her.

Spinal Villain SC R ●●● 2● LG
●: Destroy target blue creature. 1/2.

Spitting Drake SC U ●● 3● VS
Flying. ●: +1/+0 until end of turn. Use only once per turn. 2/2.

Spitting Earth SOR C ●●● 1● MG
Do damage to a creature equal to number of mountains you control.

Spitting Hydra SC R ●● 3●● SH
Hydra comes into play with four +1/+1 counters on it. 1●, Remove a +1/+1 counter from Hydra: Do 1 damage to target creature. 0/0.

Starke of Rath SL R ●●● 1●● TM
●: Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath permanently. 2/2.

Stone Giant SC U ●● 2●● L,U,R,4th,5th
●: Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn. 3/4.

Stonehands EC C ●●● 2● IA
Target creature gains +0/+2. ●: Gains +1/+0 until end of turn.

Stone Rain SOR C ●●● 2● L,U,R,4TH,IA,MG,5th,TM
Destroy any one land.

Stone Spirit SC U ●●● 4● IA,5th
Stone Spirit cannot be blocked by flying creatures. 4/3.

Storm Shaman SC C ●●● 2● AI
●: +1/+0 until end of turn. 0/4.

Storm World EW R ●● ● LG
During upkeep do 1 damage to players for each card in hand below 4.

Stun INS C ●● 1● TM
Target creature cannot block this turn. Draw a card.

STUMPERS



Q: Will I gain a life for each point of combat damage redirected to a Wall of Essence using an *en*-Kor? —Christopher Lovett, Brantford, Canada

A: *No. When you redirect damage you are essentially preventing it and then creating new damage in a different location. The new damage will not have the "combat" attribute, so it won't trigger Wall of Essence.*

Subterranean Spirit SC R ●●● 3●● MG
Protection from red. ●: Do 1 damage to each non-flying creature. 3/3.

Sudden Impact INS U ●●● 3● TM
Sudden Impact deals 1 damage to target player for each card in his hand.

Suq'Ata Lancer SC C ●●●● 2● VS
Flanking. Suq'Ata Lancer is unaffected by summoning sickness. 2/2.

Tahngarth's Rage EC U ●● ● TM
If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.

Talruum Champion SC C ●● 4● VS
First strike. Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.

Talruum Minotaur SC C ●●● 2●● MG
Talruum Minotaur is unaffected by summoning sickness. 3/3.

Talruum Piper SC U ●● 4● VS
All creatures with flying able to block Talruum Piper do so. 3/3.

Telim'Tor SL R ●●● 4● MG
Flanking. If Telim'Tor attacks, all attacking flankers get +1/+1. 2/2.

Telim'Tor's Edict INS R ●● ● MG
Remove from the game target permanent you own or control. Cantrip.

•Tempest Efreet SC R ● 1●●● LG,4th
●, Sacrifice: Pick a card randomly from opponent's hand and place it in yours, burying Efreet in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.

Thunderbolt INS C ●●● 1● WL
Do 3 damage to target player or 4 damage to target creature with flying.

Thundermare SC R ●●●● 5● WL
Thundermare is unaffected by summoning sickness. When Thundermare comes into play, tap all other creatures. 5/5.

Tooth and Claw EN R ● 3● TM
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.

Tor Giant SC C ●● 3● IA
3/3.

Torrent of Lava SOR R ●●● X●● MG
Do X damage to each creature without flying. Each creature gains "●: Prevent 1 damage to this creature from Torrent of Lava."

Total War EN R ●● 3● IA
When any player attacks, destroy all untapped non-wall creatures that don't attack. Does not affect creatures that came into play this turn.

Tremor SOR C ●● ● VS
Tremor deals 1 damage to each creature without flying.

Tunnel SOR U ● ● L,U,R,4th
Bury target wall.

Two-Headed Giant of Foriys SC R ●●● 4● L,U
Trample. May block two creatures in combat. 4/4.

Uthden Troll SC U ●●● 2● L,U,R,4th
●: Regenerates. 2/2.

Varchild's Crusader SC C ●● 3● AI
0: Can only be blocked by walls. Bury Crusader at the end of turn. 3/2.

Varchild's War-Riders SC R ●●● 1● AI
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.

Vertigo INS U ●●● ● IA
Do 2 damage to target flying creature, which loses flying this turn.

Veteran's Voice EC C ●● ● AI
Play on a creature you control. 0: Tap creature to give any other target creature +2/+1 until end of turn.

Viashino Sandstalker SC U ●●● 1●● VS
Unaffected by summoning sickness. At the end of any turn, return Sandstalker to owner's hand. 4/2.

Viashino Warrior SC C ●● 3● MG
4/2.

Volcanic Dragon SC R ●●● 4●● MG
Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.

Volcanic Geyser INS U ●●● X●● MG
Volcanic Geyser deals X damage to target creature or player.

Wall of Diffusion SC C ●●● 1● TM
Wall of Diffusion can block creatures with shadow. 0/5.

Wall of Dust SC U ● 2● LG,4th
Creatures blocked by Wall may not attack next turn. 1/4.

Wall of Earth SC C ●● 1● LG
0/6.

Wall of Fire SC U ●● 1●● L,U,R,4th,5th
●: +1/+0. 0/5.

Wall of Heat SC C ●● 2● LG, CH
2/6.

Wall of Lava SC U ●● 1●● IA
●: +1/+1 until end of turn. 1/3.

Wall of Opposition SC U ●● 3●● LG, CH
1: +1/+0 until end of turn. 0/6.

Wall of Razors SC U ●●● 1● SH
First strike. 4/1.

Wall of Stone SC U ●● 1●● L,U,R,4th,5th
0/8.

• Wheel of Fortune SOR R ●●●●● 2● L,U,R
All players must discard their hands and draw seven new cards.

Wild Wurm SC U ● 3● TM
When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to owner's hand. 5/4.

Wildfire Emissary SC U ●●●●● 3● MG
Protection from white. 1●: +1/+0 until end of turn. 2/4.

Windseeker Centaur SC R ●● 1●● PR
Does not tap to attack. 2/2.

Winds of Change SOR R ●●● ● LG,4th,5th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.

Winter Sky SOR R ●● ● HL
Flip a coin. If you win, Winter Sky does 1 damage to each creature and player. Otherwise, each player draws a card.

Word of Blasting INS U ●● 1● IA,5th
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.

Ydwen Efreet SC R ●●● ●●● AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.

Zirilan of the Claw SL R ●●● 3●● MG
1●●, ●: Search your library for a Dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn. 3/4.

WHITE

Abbey Gargoyles SC U ●●● 2✱✱✱ HL,5th
Flying. Protection from red. 3/4.

Abbey Matron SC C ●● 2✱ HL
✱, ●: +0/+3 until end of turn. 1/3.

Abeyance INS R ●●●● 1✱ WL
Target player may not play instants, interrupts, sorceries or use any effects requiring an activation cost until end of turn. Draw a card.

Abu Ja'far SC U ●●● ✱ AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.

Adarkar Unicorn SC C ●● 1✱✱ IA
●: Add either ● or ● and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.

Advance Scout SC C ●●● 1✱ TM
First strike. ✱: Target creature gains first strike until end of turn. 1/1.

Afterlife INS U ●● 2✱ MG
Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.

Akron Legionnaire SC R ● 6✱✱ LG,CH,5th
Of your non-artifact creatures, only Legionnaire may attack. 8/4.

Alabaster Dragon SC R ●●● 4✱✱ WL
Flying. If Alabaster Dragon is put into any graveyard from play, shuffle Alabaster Dragon into its owner's library. 4/4.

Alabaster Potion INS C ●●● X✱✱ LG,4th,5th
Give target player X life or prevent X damage to any target.

Alarum INS C ●●● 1✱ MG
Untap target non-attacking creature and give it +1/+3 this turn

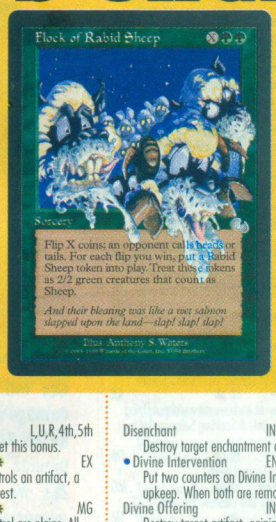
MAGIC The Gathering®

players guide

Name / Description	Kind	CR	Rating	Cost	Sets Found
Allay Buyback ③. Destroy target enchantment.	INS	C	••	1✱	EX
Alms 1, Remove the top card in your graveyard from the game: Prevent 1 damage to any creature.	EN	C	••	✱	WL
Amrou Kithkin Creatures with power greater than 2 may not block Amrou. 1/1.	SC	C	••	✱✱	LG,4th
Angelic Blessing Target creature gets +3/+3 and gains flying until end of turn.	SOR	C	•••	2✱	EX
Angelic Protector Flying. If Angelic Protector is the target of a spell or ability, it gets +0/+3 until end of turn. 2/2.	SC	U	•••	3✱	TM
Angelic Renewal If any creatures are put into your graveyard from play, you may bury Angelic Renewal and put one of those creatures into play.	EN	C	•••	1✱	WL
Angelic Voices Give all creatures +1/+1 if you control only white or artifact creatures.	EN	R	•••	2✱✱	LG, CH
Angry Mob Trample. During your turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.	SC	U	•••	2✱✱	DK,4th,5th
Animate Wall Target wall may now attack.	EC	R	•	✱	L,U,R,4th,5th
Anoint Buyback ③. Prevent up to 3 damage to any creature.	INS	C	•••	✱	TM
Archangel Flying. Attacking does not cause Archangel to tap. 5/5.	SC	R	•••	5✱✱	VS
Arctic Foxes If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.	SC	C	•	1✱	IA
Ardent Militia Attacking does not cause Ardent Militia to tap. 2/5.	SC	C	••	4✱	WL
Arenson's Aura ✱: Sacrifice an enchantment to destroy another enchantment. ③🔵🔵: Counter an enchantment as it is being cast.	EN	C	•••	2✱	IA,5th
Argivian Archaeologist ✱✱, 🌳: Bring an artifact from your graveyard to your hand. 1/1.	SC	R	••••	1✱✱	AQ
Argivian Blacksmith 🌳: Prevent 2 damage to target artifact creature. 2/2.	SC	C	•	1✱✱	AQ
Argivian Find Return target artifact or enchantment from your graveyard to your hand.	INS	U	•••	✱	WL
Armageddon Destroy all lands in play.	SOR	R	•••••	3✱	L,U,R,4th,5th
Armor of Faith Target creature gains +1/+1. ✱: +0/+1.	EC	C	•••	✱	IA,5th
Armor Sliver Each Sliver gains "2: This creature gets +0/+1 until end of turn." 2/2.	SC	U	•••	2✱	TM
Armored Pegasus Flying. 1/2.	SC	C	••	1✱	TM
Army of Allah +2/+0 to all attacking creatures until end of turn.	INS	C	•••	1✱✱	AN
Artifact Ward Target creature may not be blocked by artifact creatures, cannot be targetted by artifacts, and takes no damage from artifacts.	EC	C	••	✱	AQ
Aura of Silence Artifact and enchantment spells cost target opponent an additional 2 to play. Sacrifice Aura of Silence: Destroy target artifact or enchantment.	EN	U	•••	1✱✱	WL
Auratog Sacrifice an enchantment: Auratog gets +2/+2 until end of turn. 1/2.	SC	R	••	1✱	TM
Auspicious Ancestor If Ancestor is put into your graveyard from play, gain 3 life. 1: Gain 1 life. Use only when a white spell is successfully cast and only once per spell. 2/3.	SC	R	•••	3✱	MG
Avenging Angel Flying. If Avenging Angel is put into any graveyard from play, you may put Avenging Angel on top of owner's library. 3/3.	SC	R	••••	3✱✱	TM
Aysen Bureaucrats 🌳: Tap target creature with power no greater than 2. 1/1.	SC	C	•••	1✱	HL,5th
Aysen Crusader * equals number of heroes in play. 2+*/2+*.	SC	R	••	2✱✱	HL
Aysen Highway All white creatures gain plainswalk.	EN	R	••	3✱✱	HL
• Balance All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of each.	SOR	R	•••••	1✱	L,U,R,4th
Bandage Prevent 1 damage to any creature or player. Draw a card.	INS	C	••	✱	SH
Battle Cry Untap all your white creatures. All blockers get +0/+1 this turn.	INS	U	••	2✱	IA
Beast Walkers 🌳: Banding until end of turn. 2/2.	SC	R	•	1✱✱	HL
Benalish Hero Banding. 1/1.	SC	C	••	✱	L,U,R,4th,5th
Benalish Infantry Banding. 1/3.	SC	C	••	2✱	WL
Benalish Knight First strike. You may play Knight whenever you could play an instant. 2/2.	SC	C	•••	2✱	WL
Benalish Missionary 1✱, 🌳: Target blocked creature deals no damage this turn. 1/1.	SC	C	••	✱	WL
Benevolent Unicorn Whenever a spell assigns damage, that damage is reduced by 1. 1/2.	SC	C	•••	1✱	MG
Black Scarab Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.	EC	U	••	✱	IA
Black Ward Target creature gains protection from black.	EC	U	••	✱	L,U,R,4th
Blaze of Glory Target creature must block all creatures that it is legally eligible to block.	INS	R	•	✱	L,U
Blessed Wine Gain 1 life. Cantrip.	INS	C	••	1✱	IA,5th
Blessing ✱: +1/+1.	EC	R	•••	✱✱	L,U,R,4th
Blinding Light Tap all non-white creatures.	SOR	U	••	2✱	MG
Blinking Spirit 1: Return Blinking Spiri to its owner's hand. 2/2.	SC	R	••••	3✱	IA,5th
Blood of the Martyr Until end of turn, you may redirect damage done to your creatures to yourself instead.	INS	U	••	✱✱✱	DK, CH
Blue Scarab Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.	EC	U	••	✱	IA
Blue Ward Target creature gains protection from blue.	EC	U	••	✱	L,U,R,4th
Brainwash Target creature may not attack unless its controller spends ③.	EC	C	••	✱	DK,4th,5th
Call to Arms Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time opponent doesn't control more cards of that color than any other color.	EN	R	•••	1✱	IA
Calming Licid ✱, 🌳: Licid becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay ✱ to end this effect. 2/2	SC	U	••	2✱	SH
Camel Banding. Camel and those banded with it are immune to Deserts. 0/1.	SC	C	•	✱	AN
Caribou Range ✱✱: Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. 1: Sacrifice a token to gain 1 life.	EL	R	••	2✱✱	IA,5th
Carrier Pigeons Flying. Cantrip. 1/1.	SC	C	•	3✱	AI
Castle Your untapped creatures gain +0/+2. Attackers don't get this bonus.	EN	U	•••	3✱	L,U,R,4th,5th
Cataclysm Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment and a land and sacrifices the rest.	SOR	R	•••••	2✱✱	EX
Celestial Dawn All non-land cards you OWN are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are ✱.	EN	R	•••	1✱✱	MG
Change of Heart Buyback ③. Target creature cannot attack this turn.	INS	C	••	✱	SH
Charging Paladin If Charging Paladin attacks, it gets +0/+3 until end of turn. 2/2.	SC	C	••	2✱	EX
Circle of Protection: Artifacts 2: Prevent all damage against you from an artifact source.	EN	U	•••	1✱	AQ,4th,5th
Circle of Protection: Black 1: Prevent all damage to you from one black source.	EN	C	•••	1✱	B,U,R,4TH,IA,5th,TM
Circle of Protection: Blue 1: Prevent all damage to you from one blue source.	EN	C	•••	1✱	L,U,R,4TH,IA,5th,TM
Circle of Protection: Green 1: Prevent all damage to you from one green source.	EN	C	•••	1✱	L,U,R,4TH,IA,5th,TM
Circle of Protection: Red 1: Prevent all damage to you from one red source.	EN	C	••••	1✱	L,U,R,4TH,IA,5th,TM
Circle of Protection: Shadow 1: Prevent all damage to you from a creature with shadow.	EN	C	••	1✱	TM
Circle of Protection: White 1: Prevent all damage to you from one white source.	EN	C	•••	1✱	L,U,R,4TH,IA,5th,TM
Civic Guildmage 🔵, 🌳: Target creatures gets +0/+1 until end of turn. 🔵, 🌳: Put target creature you control on top of owner's library. 1/1.	SC	C	•••	✱	MG
Cleanse Destroy all black creatures in play.	SOR	R	•••	2✱✱	LG
Cleansing All lands are destroyed. Anyone may pay 1 life per land they wish to save.	SOR	R	••	✱✱✱	DK
Clergy *en-Vec* 1: Prevent 1 damage to any creature or player. 1/1.	SC	C	•••	1✱	TM
Clergy of the Holy Nimbus If killed, Clergy regenerates unless opponent pays 1. 1/1.	SC	C	••	✱	LG
Cloudchaser Eagle Flying. When Eagle comes into play, destroy target enchantment. 2/2.	SC	C	•••	3✱	TM
Cold Snap CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.	EN	U	•	2✱	IA
Combat Medic 1✱: Prevent 1 damage to a player or creature. 0/2.	SC	C	•••	2✱	FE
Consecrate Land Target land is immune from all effects that would destroy it.	EL	U	•••	✱	L,U
Contemplation Whenever you successfully cast a spell, gain 1 life.	EN	U	•••	1✱✱	SH
Convalescence During your upkeep, if you have 10 or less life, gain 1 life.	EN	R	••	1✱	EX
Conversion All mountains are now plains. You must pay ✱✱ during upkeep.	EN	U	•••	2✱✱	L,U,R,4th
Conviction Enchanted creature gets +1/+3. ✱: Return Conviction to owner's hand.	EC	C	•••	1✱	SH
Cooperation Target creature gains banding.	EC	C	••	2✱	IA
Crusade All white creatures gain +1/+1.	EN	R	••••	✱✱	L,U,R,4th,5th
Damping Field No one may untap more than one artifact during his untap phase.	EN	U	•	2✱	AQ
Daraja Griffin Flying. Sacrifice Daraja Griffin: Destroy target black creature. 2/2.	SC	U	•••	3✱	VS
D'Avenant Archer 🌳: Do 1 damage to target attacking or blocking creature. 1/2.	SC	C	••	2✱	LG,CH,5th
Dazzling Beauty Target unblocked creature is considered blocked. Draw a card.	INS	C	••	2✱	MG
Death Speakers Protection from black. 1/1.	SC	U	••	✱	HL,5th
Death Ward Regenerate target creature.	INS	C	••	✱	L,U,R,4th,IA,5th
Debt of Loyalty Regenerate target creature. Gain control of that creature.	INS	R	•••	1✱✱	WL
Disempower Put target artifact or enchantment on top of owner's library.	INS	C	••	1✱	MG
Disenchant Destroy target enchantment or artifact.	INS	C	•••••	1✱	L,U,R,4th,IA,MG,5th,TM
• Divine Intervention Put two counters on Divine Intervention. Remove one counter during your upkeep. When both are removed, game ends in a draw.	EN	R	••	6✱✱	LG
Divine Offering Destroy target artifact, gaining life equaling casting cost of artifact.	INS	C	••••	1✱	LG,MG,5th
Divine Retribution Do 1 damage to target attacking creature for each attacking creature.	INS	R	••	1✱	MG
Divine Transformation Target creature gets +3/+3.	EC	U	•••	2✱✱	LG,4th,5th
Drought During your upkeep, pay ✱✱ or destroy Drought. In order to cast a spell that has 🌳 as part of its casting cost or use an ability that requires 🌳, the player must sacrifice a swamp for each 🌳 in the spell or effect.	EN	U	•••	2✱✱	IA
Duskrider Falcon Flying, protection from black. 1/1.	SC	C	•••	1✱	WL
Dust to Dust Remove any two target artifacts from the game.	SOR	U	•••	1✱✱	DK,5th
Ekundu Griffin Flying, first strike. 2/2.	SC	C	•••	3✱	MG
Elder Land Wurm Trample. Cannot attack until it has been assigned to block. 5/5.	SC	R	•	4✱✱✱	LG,4th
Elite Javelineer If Javelineer blocks, it deals 1 damage to target attacking creature. 2/2.	SC	C	••	2✱	TM
Elvish Healer 🌳: Prevent 1 damage to any target or 2 damage to a green creature. 1/2.	SC	C	•••	2✱	IA
Empyrial Armor Creature gets +X/+X, where X is the number of cards in your hand.	EC	C	••••	1✱✱	WL
Enchanted Being Takes no combat damage from enchanted creatures. 2/2.	SC	C	•	1✱✱	LG
Enduring Renewal Play with your hand face up. If you a draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.	EN	R	•••	2✱✱	IA
Energy Storm CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap.	EN	R	••••	1✱	IA
Enlightened Tutor Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of your library.	INS	U	••••	✱	MG
Equinox Tap target land to counter a spell that destroys your land.	EL	C	••	✱	LG

COMBOS UNGLUED





Pandemonium and Flock of Rabid Sheep: Ask not for whom the sheep bleet; they bleet for your opponent. With Pandemonium in play this really becomes baaaad news. Not only do you score a 2/2 creature for every flip you win, you also get to launch two points of direct damage. If you have a fair amount of mana available when the sheep come, your opponent is flocked. This combo's sheer genius.

WHITE

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source
SC	Summon Creature						
SL	Summon Legend						
SOR	Sorcery						

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Equipoise EN R •• ②✱ VS
During your upkeep, for each land target player controls in excess of the lands you control, target land he controls phases out. Repeat this process for artifacts and creatures.

Errand of Duty INS C ••• ①✱ AI
Put a Knight token into play. Treat as a 1/1 white banding creature.

Ethereal Champion SC R ••• ②✱✱ MG
Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.

Exalted Dragon SC R ••• ④✱✱ EX
Flying. Each turn, Exalted Dragon cannot attack unless you sacrifice a land. 5/5.

Exile INS R •••• ②✱ AI
Remove target non-white attacker from game. Gain life = toughness.

Exorcist SC R ••• ✱✱ DK
①✱, ⟳: Destroy target black creature. 1/1.

Eye for an Eye INS R ••• ✱✱ AN,R,4th,5th
Do as much damage to controller of a creature, spell, or effect as target creature, spell, or effect does to you.

Eye of Singularity EW R •• ③✱ VS
When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.

Farmstead EL R • ✱✱ L,U,R
Once per turn, during your upkeep, you may spend ✱✱ to gain 2 life.

Farrel's Mantle EC U ••• ②✱ FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.

Farrel's Zealot SC C •• ①✱ FE
If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. 2/2.

Farrelite Priest SC U • ①✱✱ FE
①: Add ✱ to mana pool. Bury if more than ③ is spent in one turn. 1/3.

Fasting EN U •• ✱ DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for five of your upkeeps.

Favorable Destiny EC U ••• ①✱ MG
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white, it gets +1/+2.

Femeref Healer SC C ••• ①✱ MG
⟳: Prevent 1 damage to any creature or player. 1/1.

Femeref Knight SC C •••• ②✱ MG
Flanking. ✱: Attacking does not cause Knight to tap this turn. 2/2.

Femeref Scouts SC C •• ②✱ MG
1/4.

Festival INS C •• ✱ DK
Opponent may not attack this turn. Play during opponent's upkeep.

Field of Souls EN R ••• ②✱✱ TM
Whenever a non-token creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying.

Fire and Brimstone INS U • ③✱✱ DK
Do 4 damage to target player and do 4 damage to you. May only be cast if that opponent has declared an attack this turn.

Flickering Ward EC U ••• ✱ TM
When you play Flickering Ward, choose a color. Enchanted creature gains protection from the chosen color. ✱: Return Ward to owner's hand.

Foriysian Brigade SC U ••• ⑤✱ WL
Foriysian Brigade may block up to two creatures each combat. 2/4.

Formation INS R •• ①✱ IA
Give target creature banding until end of turn. Cantrip.

Fortified Area EN C •• ①✱✱ LG
Give all your walls +1/+0 and banding.

Freewind Falcon SC C •• ①✱ VS
Flying, protection from red. 1/1.

Fylgja EC C ••• ✱ IA
Put four counters on Fylgja. ①: Remove a counter to prevent 1 damage to the creature Fylgja enchants. ②✱: Put a counter on Fylgja.

Gallantry INS U ••• ①✱ TM
Target blocking creature gets +4/+4 until end of turn. Draw a card.

General Jarkeld SL R •• ③✱ IA
⟳: Exchange two blockers without creating an illegal block. 1/2.

Gerrard's Battle Cry EN R ••• ✱ TM
②✱: All creature you control get +1/+1 until end of turn.

Gerrard's Wisdom SOR U ••• ②✱✱ WL
For each card in your hand, gain 2 life.

Glyph of Life INS C • ✱ LG
Gain life equal to the damage done to target wall by an attacker.

Gossamer Chains EN C •• ✱✱ VS
Return to owner's hand: Target unblocked creature deals no combat damage this turn.

Great Defender INS U •• ✱ LG
Give target +0/+X until end of turn, where X is the creature's cost.

Great Wall EN U • ②✱ LG
Creatures with plainswalk may be blocked.

Greater Realm of Preservation EN U ••• ①✱ LG,5th
①✱: Prevent all damage to you from a red or black source.

Green Scarab EC U •• ✱ IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.

Green Ward EC U •• ✱ L,U,R,4th
Target creature gains protection from green.

Guardian Angel INS C • ⑤✱ L,U,R
Prevent X damage dealt to a target. Psst: put this card next to Paralyze.

Guided Strike INS C ••• ①✱ WL
Target creature gets +1/+0 and first strike until end of turn. Draw a card.

Hallowed Ground EN U ••• ①✱ IA
✱✱: Return a non-snow-covered land you control to its owner's hand.

Hand of Justice SC R ••• ⑤✱ FE
⟳: Tap three white creatures you control to destroy target creature. 2/6.

Hanna's Custody EN R ••• ②✱ TM
Artifacts cannot be the target of spells or abilities.

Hazduhr the Abbot SL R •• ③✱✱ HL
✱, ⟳: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.

Heal INS C •• ✱ IA,5th
Prevent 1 damage to any target. Cantrip.

Healing Salve INS C ••• ✱ L,U,R,4th,MG,5th
Gain 3 life, or prevent up to 3 damage.

Heaven's Gate INS U •• ✱ LG
Change the color of one or more creatures to white until end of turn.

Heavy Ballista SC C ••• ③✱ WL
⟳: Ballista deals 2 damage to target attacking or blocking creature. 2/3.

Heroism EN U • ②✱ FE
Sacrifice a white creature to prevent red attackers from dealing damage in combat this turn. Attacker may pay ②✱ so an attacker may deal damage normally.

Hero's Resolve EC C ••• ①✱ TM
Enchanted creature gets +1/+5.

Hidden Retreat EN R •••• ②✱ SH
Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery.

High Ground EN U •• ✱ EX
Each creature you control may block one additional creature.

Hipparion SC U •• ①✱ IA,5th
Cannot block creatures with power 3 or greater unless you pay ①. 1/3.

Holy Armor EC C •• ✱ L,U,R,4th
Target creature gains +0/+2. ✱: +0/+1.

Holy Day INS C • ✱ LG
Creatures attack and block as normal but deal no damage.

Holy Light INS C ••• ②✱ DK
Give all non-white creatures -1/-1 until end of turn.

Holy Strength EC C •• ✱ L,U,R,4th,5th
Target creature gains +1/+2.

Honor Guard SC C ••• ✱ SH
✱: Honor Guard gets +0/+1 until end of turn. 1/1.

Honorable Passage INS U •••• ①✱ VS
Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.

Hope Charm INS C •• ✱ VS
Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.

Humility EN R •••• ②✱✱ TM
Each creature loses all abilities and is a 1/1 creature.

Icatian Infantry SC C •• ✱ FE
①: Banding. ①: First strike. 1/1.

Icatian Javelineers SC C ••• ✱ FE
Put a Javelin counter on Javelineers when cast. ⟳: Remove the counter to deal 1 damage to any target. 1/1.

Icatian Lieutenant SC R •• ✱✱ FE
①✱: Give target Soldier +1/+0 until end of turn. 1/2.

STUMPERS



Q: Is it possible to cast an artifact using Dream Halls? —Bobby Tolleson, Uniontown, Ohio

A: No. Because artifacts have no color, it is impossible for them to share a color with any other card in your hand, even other artifacts. (Well, unless you have Celestial Dawn in play...) Normally you'll have to cast them the old-fashioned way.

Icatian Moneychanger SC C •• ✱ FE
Lose 3 life when casting and put three counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. 0/2.

Icatian Phalanx SC U •• ④✱ FE,5th
Bands. 2/4.

Icatian Priest SC U •• ✱ FE
①✱✱: Make target creature +1/+1 until end of turn. 1/1.

Icatian Scout SC C •• ✱ FE,5th
①, ⟳: Give target creature first strike. 1/1.

Icatian Skirmishers SC R •• ③✱ FE
Banding, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.

Icatian Town SOR R ••• ⑤✱ FE,5th
Put four Citizen tokens, which are 1/1 white creatures, in play.

Illumination INT U ••• ✱✱ MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.

Indestructible Aura INS C •• ✱ LG
Reduce to 0 all damage dealt to target creature until end of turn.

Infantry Veteran SC C •• ✱ VS
⟳: Target attacking creature gets +1/+1 until end of turn. 1/1.

Infinite Authority EC R •• ✱✱✱ LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.

Inheritance EN U •• ✱ AI
③: Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

Inner Sanctum EN R • ①✱✱ WL
CU: 2 life. All damage dealt to creatures you control is reduced to 0.

Invulnerability INS U ••• ①✱ TM
Buyback ③. Prevent all damage to you from one source.

Iron Tusk Elephant SC U •• ④✱ MG
Trample. 3/3.

Island Sanctuary EN R ••• ①✱ L,U,R,4th,5th
If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.

Ivory Charm INS C •• ✱ MG
Choose one—all creature get -2/-0 until end of turn; or prevent 1 damage to any creature or player; or tap target creature.

Ivory Gargoyle SC R •••• ④✱ AI
Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. ④✱: Remove Gargoyle from the game. 2/2.

Ivory Guardians SC U •• ④✱✱ LG,CH,5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.

Jabari's Influence INS R ••• ③✱✱ MG
Play only after combat. Gain control of target non-artifact creature that attacked you this turn and put a -0/-1 counter on it.

Jamuraan Lion SC C •• ②✱ VS
✱, ⟳: Target creature cannot block this turn. 3/1.

Jihad EN R ••• ✱✱✱ AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.

Juniper Order Advocate SC U ••• ②✱ AI
If Advocate is untapped, all your green creatures get +1/+1. 1/2.

Justice EN U ••• ②✱✱ IA,5th
You must pay ✱✱ during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.

Karma EN U •••• ②✱✱ L,U,R,4th,5th
During each player's upkeep, he takes 1 damage for each swamp he controls.

Keeper of the Light SC U ••• ✱✱ EX
✱, ⟳: Gain 3 life. Play this ability only if you have less life than target opponent. 1/2.

Keepers of the Faith SC C •• ①✱✱ LG, CH
2/3.

Kelsinko Ranger SC C •• ✱ IA
①✱: One green creature gains first strike until end of turn. 1/1.

King Suleiman SC R •• ①✱ AN
⟳: Destroy target Djinn or Efreet. 1/1.

Kismet EN U ••• ③✱ LG,4th,5th
All of target opponent's creatures, lands and artifacts enter play tapped.

Kithkin Armor EC C ••• ✱ WL
Enchanted creature cannot be blocked by creatures with power 3 or greater. Sacrifice Armor: Prevent all damage to enchanted creature from one source.

Kjeldoran Elite Guard SC U ••• ③✱ IA
①: Give target creature +2/+2. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.

Kjeldoran Escort SC C ••• ②✱✱ AI
Banding. 2/3.

Kjeldoran Guard SC C •• ①✱ IA
⟳: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.

Kjeldoran Home Guard SC U •• ③✱ AI
At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a 0/1 white token into play. 1/6.

Kjeldoran Knight SC R ••• ✱✱ IA
Banding. ①✱: +1/+0. ✱✱: +0/+2. 1/1.

Kjeldoran Phalanx SC R •• ⑤✱ IA
First strike, banding. 2/5.

Kjeldoran Pride EC C •• ①✱ AI
Creature gets +1/+2. ②🔵: Switch Kjeldoran Pride from creature it enchants to another creature. The new target must be legal.

Kjeldoran Royal Guard SC R ••• ③✱✱ IA,5th
⟳: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

Kjeldoran Skycaptain SC U •• ④✱ IA,5th
Flying, banding, first strike. 2/2.

Kjeldoran Skyknight SC C ••• ②✱ IA
Flying, banding, first strike. 1/1.

Kjeldoran Warrior SC C •• ✱ IA
Banding. 1/1.

Knight of Dawn SC U ••• ①✱✱ TM
First strike. Knight gains protection from a color of your choice until end of turn. 2/2.

Knight of Valor SC C ••• ②✱ VS
Flanking. ①✱: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.

Knights of Thorn SC R ••• ③✱ DK
Protection from red, banding. 2/2.

Kor Chant INS C ••• ②✱ EX
Redirect to target creature all damage dealt to any one creature you control from any one source.

Lance EC U •• ✱ L,U,R
Target creature gains first strike.

Lancers en-Kor SC U ••• ③✱✱ SH
Trample. ①: Redirect 1 damage from Lancers to a creature you control. 3/3.

• Land Tax EN R ••••• ✱ LG,4th
If opponent controls more lands than you during your upkeep, you may take up to three basic lands from your library into your hand.

Leeches SOR R • ①✱✱ HL
Target player loses all poison counters and takes 1 damage per counter.

Lifeblood EN R ••• ②✱✱ LG
Gain 1 life whenever target opponent taps a mountain.

Light of Day EN U •••• ③✱ TM
Black creatures cannot attack or block.

Lightning Blow INS R •• ①✱ IA
Give target creature first strike until end of turn. Cantrip.

Limited Resources EN R ••• ✱ EX
Each player chooses five lands he controls and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.

Longbow Archer SC U ••• ✱✱ VS
First strike. Longbow Archer can block creatures with flying. 2/2.

Lost Order of Jarkeld SC R •• ②✱✱ IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.

Mangara's Blessing INS U ••• ②✱ MG
Gain 5 life. If a spell or effect by an opponent causes you to discard Mangara's Blessing, gain 2 life and return Blessing to your hand at end of turn.

Mangara's Equity EN U •• ①✱✱ MG
Choose black or red. During your upkeep, you must pay ①✱. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.

MAGIC The Gathering®

players guide

Name — Description | Kind | CR | Rating | Cost | Sets Found

Marble Titan — SC R •• ③✱ TM
Creatures with power 3 or greater do not untap during their controllers' untap phases. 3/3.

Martyrdom — INS C •• ①✱✱ AI
Redirect to target creature you control any amount of damage until end of turn.

Martyr's Cry — SOR R •• ✱✱ DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.

Martyrs of Korlis — SC U ••• ③✱✱ AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6.

Master Decoy — SC C ••• ①✱ TM
✱,◈: Tap target creature. 1/2.

Master of Arms — SC U ••• ②✱ WL
First strike. ①✱: Tap target creature blocking Master of Arms. 2/2.

Melesse Spirit — SC U ••• ③✱✱ MG
Flying. Protection from black. 3/3.

Mercenaries — SC R • ③✱ IA
A player may pay ③ to prevent Mercenaries from dealing damage. 3/3.

Mesa Falcon — SC C •• ①✱ HL,5th
Flying. ①✱: +0/+1 until end of turn. 1/1.

Mesa Pegasus — SC C ••• ①✱ L,U,R,4th,5th
Flying, banding. 1/1.

Miracle Worker — SC C • ✱ DK
◈: Destroy target enchantment on one of your creatures. 1/1.

Miraculous Recovery — INS U ••• ④✱ VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.

Mistmoon Griffin — SC U ••• ③✱ WL
Flying. If Griffin is put into any graveyard from play, remove Griffin from the game, then put the top creature card from your graveyard into play. 2/2.

Moat — EN R •••• ②✱✱ LG
Non-flying creatures cannot attack.

Moorish Cavalry — SC C ••• ②✱✱ AN
Trample. 3/3.

Morale — INS C •• ①✱✱ DK, 4th
Give all attacking creatures +1/+1 until end of turn.

Mounted Archers — SC C ••• ③✱ TM
Can block creatures with flying. ✱: Can block an additional creature this turn. 2/3.

Mtenda Griffin — SC U ••• ③✱ MG
Flying. ✱, ◈: Return Mtenda Griffin to owner's hand and return target Griffin in your graveyard to your hand. Use only during your upkeep. 2/2.

Mtenda Herder — SC C •• ✱ MG
Flanking. 1/1.

Noble Elephant — SC C ••• ③✱ MG
Banding, trample. 2/2

Noble Steeds — EN C •• ②✱ AI
①✱: Target creature gains first strike until end of turn.

Nomads *en*-Kor — SC C ••• ✱ SH
◈: Redirect 1 damage from Nomads *en*-Kor to a creature you control. 1/1.

Northern Paladin — SC R ••• ②✱✱ L,U,R,4th
✱✱, ◈: Destroy a black card in play. 3/3.

Null Chamber — EW R ••• ③✱ MG
You and target opponent each name any card except a basic land. Those cards cannot be played.

Oath of Lieges — EN R ••• ①✱ EX
During each player's upkeep, if that player controls fewer lands than target opponent, the player may search his or her library for a basic land card and put that land into play. The player shuffles his or her library afterwards.

Oracle *en*-Vec — SC R •• ①✱ TM
◈: Opponent chooses some creatures he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn. 1/1.

Order of Leitbur — SC C •••• ✱✱ FE
Protection from black. ✱✱: +1/+0. ✱: First strike. 2/1.

Order of the Sacred Torch — SC R •••• ①✱✱ IA,5th
◈: Pay 1 life to counter a black spell. 2/2.

Order of the White Shield — SC U •••• ✱✱ IA,5th
Protection from black. ✱✱: +1/+0. ✱: First Strike. 2/1.

Orim, Samite Healer — SL R •••• ①✱✱ TM
Orim, Samite Healer counts as a Cleric. ◈: Prevent up to 3 damage to any creature or player. 1/3.

Orim's Prayer — EN U •• ①✱✱ TM
If any creature attacks you, gain 1 life for each attacking creature.

Osai Vultures — SC U • ①✱ LG,4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove two counters to make Vultures +1/+1 until end of turn. 1/1.

Pacifism — EC C •••• ①✱ MG,TM
Enchanted creature cannot attack or block.

Paladin en-Vec — SC R •••• ①✱✱ EX
First strike, protection from black, protection from red. 2/2.

Parapet — EN C ••• ①✱ VS
You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.

Peace of Mind — EN U ••• ①✱ EX
✱, Choose and discard a card: Gain 3 life.

Peace Talks — SOR U ••• ①✱ VS
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.

Peacekeeper — SC R ••• ②✱ WL
During upkeep, pay ①✱ or bury Keeper. Creatures cannot attack. 1/1.

Pearl Dragon — SC R ••• ④✱✱ MG
Flying. ✱: +0/+1. 4/4.

Pearled Unicorn — SC C • ②✱ L,U,R,4th,5th
2/2.

Pegasus Refuge — EN R • ③✱ TM
②, Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.

Pegasus Stampede — SOR U ••• ①✱ EX
Buyback—Sacrifice a land. Put a pegasus token into play. Treat this token as a 1/1 white creature with flying.

Penance — EN U ••• ②✱ EX
Choose a card from your hand and put that card on top of your library: Prevent all damage from a black or red source.

Personal Incarnation — SC R ••• ③✱✱✱ L,U,R,4th,5th
Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation dies, its owner loses half his life (round up). 6/6.

Petra Sphinx — SC R •• ②✱✱✱ LG, CH
◈: Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.

Piety — INS C •• ②✱ AN,4th
+0/+3 to all defending creatures until end of turn.

Pikemen — SC C ••• ①✱ DK,4th,5th
Banding, first strike. 1/1.

Preacher — SC R ••• ①✱✱ DK
◈: Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature. 1/1.

Presence of the Master — EN U •• ③✱ LG
Counter all enchantments as they are being cast.

Prismatic Circle — EN C •• ②✱ MG
CU: ①. Choose a color. ①: Prevent all damage to you from a source of that color.

Prismatic Ward — EC C •• ①✱ IA,5th
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

Prophecy — SOR C •• ✱ HL
Reveal the top card of opponent's library to all players. If it is a land, gain 1 life. That opponent then shuffles his library. Cantrip.

Purelace — INT R • ✱ L,U,R,4th
Change the color of one card being played or in play to white.

Pursuit of Knowledge — EN R •••• ③✱ SH
Skip drawing a card: Put a study counter on Pursuit. Remove three study counters from Pursuit, Sacrifice Pursuit: Draw seven cards.

Quickening Licid — SC U •• ①✱ TM
①✱, ◈: Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay ✱ to end this effect. 1/1.

Rally — INS C •• ✱✱ IA
All blocking creatures gain +1/+1 until end of turn.

Rapid Fire — INS R • ③✱ LG
Give target first strike and rampage: 2. Play before defense is chosen.

Rashida Scalebane — SL R ••• ③✱✱ MG
◈: Bury target attacking or blocking Dragon. Gain life equal to its power. 3/4.

Rashka the Slayer — SL U •• ③✱✱ HL
Can block creatures with flying, if Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.

Reaping the Rewards — INS C ••• ✱ EX
Buyback—Sacrifice a land. Gain 2 life.

Reconnaissance — EN U ••• ✱ EX
①: Remove target attacking creature you control from combat and untap it.

Red Scarab — EC U •• ✱ IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

Red Ward — EC U •• ✱ L,U,R,4th
Target creature gains protection from red.

Reinforcements — INS C ••• ✱ AI
Put up to 3 creature cards from your graveyard on top of your library in any order.

Relic Ward — EA U ••• ①✱ VS
You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.

Remedy — INS C ••• ①✱ VS
Prevent up to 5 damage to any numbers of creatures and/or players.

Remove Enchantments — INS C •• ✱ LG
Return all your enchantments to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.

Repentance — SOR U ••• ②✱ TM
Target creature deals to itself damage equal to its power.

Repentant Blacksmith — SC C ••• ①✱ AN,CH,5th
Protection from red. 1/2.

Reprisal — INS U •••• ①✱ AI
Bury target creature with power 4 or greater.

Resistance Fighter — SC C •• ✱ VS
Sacrifice: Target creature deals no combat damage this turn. 1/1.

Resurrection — SOR U ••• ②✱✱ L,U,R
Take a creature from your graveyard and put it directly into play.

Retribution of the Meek — SOR R ••• ②✱ VS
Bury all creatures with power 4 or greater.

Revered Unicorn — SC U ••• ①✱ WL
CU: ①. If Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep. 2/3.

Reverse Damage — INS R •••• ①✱✱ L,U,R,4th,5th
All damage from any one source is instead added to your life total.

Reverse Polarity — INS C •• ✱✱ AQ,R
All damage you have taken from all artifacts this turn is retroactively added to your life total instead.

Righteous Aura — EN C ••• ①✱ VS
✱, Pay 2 life: Prevent all damage to you from any one source.

Righteous Avengers — SC U •• ④✱ LG
Plainswalk. 3/1.

Righteousness — INS R •• ✱ L,U,R,4th,5th
Target defending creature gets +7/+7 until end of turn.

Ritual of Steel — EC C •• ②✱ MG
Enchanted creature gets +0/+2. Cantrip.

Rolling Stones — EN R ••• ①✱ SH
Walls can attack as though they were not Walls.

Royal Decree — EN R •• ②✱✱ AI
CU: ✱. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, its controller takes 1 damage.

Royal Herbalist — SC C •• ✱ AI
②: Remove top card of your library from game to gain 1 life. 1/1.

Sacred Boon — INS U ••• ①✱ IA,5th
Prevent up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.

Sacred Ground — EN R •••• ①✱ SH
Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.

Sacred Guide — SC R •• ✱ TM
①✱, Sacrifice Guide: Rveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand. 1/1.

Sacred Mesa — EN R •••• ②✱ MG
During your upkeep sacrifice a Pegasus or bury Sacred Mesa. ①✱: Put a Pegasus token into play. Treat this token as a 1/1 white flying creature.

Safeguard — EN R ••• ③✱✱ TM
②✱: Target creature deals no combat damage this turn.

Samite Alchemist — SC C •• ③✱ HL
✱✱, ◈: Prevent 4 damage to a creature you control. Tap the creature. That creature does not untap during your next untap phase. 0/2.

Samite Blessing — EC C •• ✱ SH
Creature gains "◈: Prevent all damage to any creature from any one source."

Samite Healer — SC C ••• ①✱ L,U,R,4th,5th
◈: Prevent 1 damage to any target. 1/1.

Savannah Lions — SC R •••• ✱ L,U,R,4th
2/1.

Scapegoat — INS U •• ✱ SH
Sacrifice a creature: Return any # of target creatures you control to owner's hand.

Scars of the Veteran — INS U •••• ④✱ AI
You may remove a white card in hand from game instead of paying casting cost. Prevent up to 7 damage to target creature or player and put a +0/+1 counter on creature for each damage prevented.

Seasoned Tactician — SC U •• ②✱ AI
③: Remove the top four cards of your library from the game to prevent all damage to you from one source. 1/3.

Seeker — EC C •• ②✱✱ LG,4th
Target creature may only be blocked by white or artifact creatures.

Seraph — SC R ••• ⑥✱ IA,5th
Flying. If a creature dies during a turn in which Seraph damaged it, put it into play under your control. Bury it if Seraph leaves play or your control. 4/4.

Serene Offering — INS U ••• ①✱ TM
Destroy target enchantment. Gain life equal to its total casting cost.

Serenity — EN R ••• ①✱ WL
During your upkeep, bury all artifacts and enchantments.

Serra Angel — SC U ••••• ③✱✱ L,U,R,4th
Flying. Does not tap to attack. 4/4.

Serra Aviary — EW R ••• ③✱ HL
All creatures with flying get +1/+1.

Serra Bestiary — EC C •• ✱✱ HL,5th
Pay ✱✱ during your upkeep or bury Bestiary. Target creature cannot block, attack or use any abilities that have ◈ in its activation cost.

COMBOS UNGLED





Hungry, Hungry Heifer and All Hallow's Eve: Can't wait for Halloween to come? Get yourself a hungry cow. We know it sounds strange, but it's true; constant mooing apparently wakes the dead. Add in an enchantment like Concordant Crossroads to have your dead show up ready for action and you'll immediately be milking your opponent's life totally dry.

Key

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

Name — Kind — CR — Rating — Cost — Sets Found
Description

Serra Inquisitors SC U •• 4✱ HL
If blocking or blocked by black creatures, Inquisitors get +2/+0. 3/3.
Serra Paladin SC C ••• 2✱✱ HL,5th
: Prevent 1 damage to any creature or player. 1✱✱, : Attacking does not cause target creature to tap this turn. 2/2.
Serra's Blessing EN U ••• 1✱ WL
Attacking does not cause creatures you control to tap.
Shackles EC C ••• 2✱ EX
Enchanted creature does not untap. ✱: Return Shackles to owner's hand.
Shadowbane INS U •••• 1✱ MG
Prevent all damage to you or a creature you control from any one source. If the source is black, gain 1 life for each 1 damage prevented.
• Shahrazad SOR R •• ✱✱ AN
Players must suspend game in progress and play a sub-game with their current libraries. The loser loses half of his life points (round up loss). Cards removed from the subgame still go back into the main game.
Shaman *en*-Kor SC R ••• 1✱ SH
: Redirect 1 damage from Shaman *en*-Kor to a creature you control. 1✱: Redirect to Shaman *en*-Kor all damage dealt to any one creature from any one source. 1/2.
Shield Bearer SC C • 1✱ IA,5th
Banding. 0/3.
Shield Mate SC C •• ✱ EX
Sacrifice Shield Mate: Target creature gets +0/+4 until end of turn. 1/1.
Shield Wall INS U •• 1✱ LG,CH,5th
Give all your creatures +0/+2 until end of turn.
Sidar Jabari SL R ••• 3✱ MG
Flanking. If Sidar attacks, tap a creature defender controls. 2/2.
Skyshroud Falcon SC C ••• 1✱ SH
Flying. Attacking does not cause Skyshroud Falcon to tap. 1/1.
Smite INS C ••• ✱ SH
Destroy target blocked creature.
Snow Hound SC U •• 2✱ * IA
1, : Return Hound and target blue or green creature you control to your hand. 1/1.
Soltari Champion SC R ••• 2✱ SH
Shadow. If Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn. 2/2.
Soltari Crusader SC U ••• 2✱ TM
Shadow. 1✱: Soltari Crusader gets +1/+0 until end of turn. 2/1.
Soltari Emissary SC R ••• 1✱ TM
✱: Soltari Emissary gains shadow until end of turn. 2/1.
Soltari Foot Soldier SC C •• ✱ TM
Shadow. 1/1.
Soltari Lancer SC C ••• 2✱ TM
Shadow. First strike when attacking. 2/2.
Soltari Monk SC U ••• ✱✱ TM
Protection from black; shadow. 2/1.
Soltari Priest SC U ••• ✱✱ TM
Protection from red; shadow. 2/1.
Soltari Trooper SC C •• 1✱ TM
Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1.
Soltari Visionary SC C •••• 1✱✱ EX
Shadow. If Soltari Visionary damages any player, destroy target enchantment that player controls. 2/2.
Soraya the Falconer SL R •• 1✱✱ HL
All Falcons get +1/+1. 1✱: Target Falcon gains banding. 2/2.
Soul Echo EN R ••• X✱✱ MG
Put X counters on Echo. At beginning of your upkeep if there are no counters on Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.
Soul Shepherd SC C •• 1✱ WL
✱, Remove a creature in your graveyard from the game: Gain 1 life. 2/1.
Soul Warden SC C •• ✱ EX
Whenever any other creature comes into play, gain 1 life. 1/1.
Southern Paladin SC R ••• 2✱✱ WL
✱✱, : Destroy target red permanent. 3/3.
Spectral Guardian SC R ••• 2✱✱ MG
As long as Spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects. 2/3.
Spirit *en*-Kor SC C •••• 3✱ SH
Flying. : Redirect 1 damage from Spirit to a creature you control. 2/2.
Spirit Link EC U •••• ✱ LG,4th,5th
Gain 1 life for every point of damage done by target creature.
Spirit Mirror EN R ••• 2✱✱ TM
During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. 0: Destroy target Reflection.
Spiritual Sanctuary EN R ••• 2✱✱ LG
Any player controlling plains gains 1 life during his upkeep.
Squire SC C • 1✱ DK
1/2.
Standing Troops SC C •• 2✱ EX
Attacking does not cause Standing Troops to tap. 1/4.
Staunch Defenders SC U ••• 3✱✱ TM
When Staunch Defenders comes into play, gain 4 life. 3/4.
Sun Clasp EC C •• 1✱ VS
Enchanted creature gets +1/+3. ✱: Return creature to owner's hand.
Sunweb SC R ••• 3✱ MG
Flying. Cannot block creatures with power 2 or less. 5/6.
Sustaining Spirit SC R •• 1✱ AI
CU: 1✱. Any damage that would reduce your life total to less than 1 instead reduces it to 1. 0/3.
Swords to Plowshares INS U ••••• ✱ L,U,R,4th,IA
Remove target creature from game. Controller gains life equal to its power.
Sworn Defender SC R ••• 2✱✱ AI
1: Change power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.
Talon Sliver SC C •• 1✱ TM
All Slivers gain first strike. 1/1.
Tariff SOR R •••• 1✱ WL
Each player chooses a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or buries the creature.
Teferi's Honor Guard SC U ••• 2✱ VS
Flanking. 4: Phase out. 2/2.
Temper INS U ••• X1✱ SH
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.
Teremko Griffin SC C ••• 3✱ MG
Banding, flying. 2/2.
Thunder Spirit SC R •••• 1✱✱ LG
Flying, first strike. 2/2.

Tithe INS R •• ✱ VS
Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.
Tivadar's Crusade SOR U • 1✱✱ DK
All Goblins are destroyed.
Trade Caravan SC C • ✱ HL
During your upkeep, put a counter on Caravan. 0: Remove two counters from Caravan to untap a basic land. Use only during opponent's upkeep. 1/1.
Treasure Hunter SC U •• 2✱ EX
When Treasure Hunter comes into play, you may return target artifact card from your graveyard to your hand. 2/2.
Truce INS R •• 2✱ HL,5th
Each player may draw up to two cards. For each card less than two the player draws, player gains 2 life.
Tundra Wolves SC C •• ✱ LG,4th,5th
First strike. 1/1.
Unlikely Alliance EN U • 1✱ AI
1✱: Target non-attacking, non-blocking creature gets +0/+2.
Unyaro Griffin SC U •• 3✱ MG
Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2.
Venerable Monk SC C •• 2✱ SH
When Venerable Monk comes into play, gain 2 life. 2/2.
Veteran Bodyguard SC R ••• 3✱✱ L,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.
Vigilant Martyr SC U ••• ✱ MG
Sacrifice Martyr: Regenerate target creature. ✱✱, , Sacrifice Martyr: Counter a target spell that targets an enchantment in play. 1/1.
Visions SOR U •• ✱ LG,4th
Look at the top five cards of any library, then reshuffle it if you want.
Volunteer Reserves SC U •• 1✱ WL
Banding. CU: 1. 2/4.

STUMPERS



Q: I have an Æther Flash and my opponent brings out a Cloudchaser Eagle. Which dies?
—R. Yoemans, Marshalltown, Iowa

A: ***Both triggered abilities lock in when the Cloudchaser Eagle enters play, and are played even if their source is removed. The Æther Flash is destroyed first, but then the Eagle takes two damage from it and dies anyway.***

Wall of Caltrops SC C • 1✱ LG
If Wall of Caltrops blocks with other walls, it gains banding. 2/1.
Wall of Essence SC U ••• 1✱ SH
For each 1 combat damage dealt to Wall of Essence, gain 1 life. 0/4.
Wall of Light SC U •• 2✱ LG
Protection from black.1/5.
Wall of Nets SC R ••• 1✱✱ EX
At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game. 0/7.
Wall of Resistance SC C •• 1✱ MG
Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.
Wall of Swords SC U ••• 3✱ L,U,R,4th,5th
Flying. 3/5.
Ward of Lights EC C ••• ✱✱ MG
You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.
War Elephant SC C ••• 3✱ AN, CH
Banding, trample. 2/2.
Warmth EN U ••• 1✱ TM
Whenever target opponent successfully casts a red spell, gain 2 life.
Warning INS C • ✱ IA
Target attacking creature does no damage in combat this turn.
Warrior Angel SC R ••• 4✱✱ SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4.
Warrior *en*-Kor SC U ••• ✱✱ SH
: Redirect 1 damage from Warrior *en*-Kor to a creature you control. 2/2.
Warrior's Honor INS C •• 2✱ VS
All creatures you control get +1/+1 until end of turn.

Welkin Hawk SC C ••• 1✱ EX
Flying. If Hawk is put into any graveyard from play, you may search your library for a Welkin Hawk card and put it into your hand. 1/1.
White Knight SC U •••• ✱✱ L,U,R,4th,5th
Protection from black, first strike. 2/2.
White Scarab EC U •• ✱ IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.
White Ward EC U •• ✱ L,U,R,4th
Target creature gains protection from white.
Wild Aesthir SC C ••• 2✱ AI
Flying, first strike. ✱✱: +2/+0 until end of turn. You cannot spend more than ✱✱ in this way each turn. 1/1.
Winds of Rath SOR R ••• 3✱✱ TM
Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.
Witch Hunter SC U ••• 2✱✱ DK, CH
: Do 1 damage to target player. 1✱✱, : Return target creature opponent controls to owner's hand. 1/1.
Worthy Cause INS U ••• ✱ TM
Buyback 2. Sacrifice a creature: Gain life equal to the creature's toughness.
Wrath of God INS R ••••• 2✱✱ L,U,R,4th,5th
Bury all creatures in play.
Yare INS R •• 2✱ MG
Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to three creatures this turn.
Youthful Knight SC C •• 1✱ SH
First strike. 2/1.
Zealots en-Dal SC U ••• 3✱ EX
During your upkeep, if all nonland permanents you control are white, gain 1 life. 2/4.
Zhalfirin Commander SC U •••• 2✱ MG
Flanking. 1✱✱: Target Knight gets +1/+1 until end of turn. 2/2.
Zhalfirin Crusader SC R •••• 1✱✱ VS
Flanking. 1✱: Redirect 1 damage from Zhalfirin Crusader to target creature or player. 2/2.
Zhalfirin Knight SC C •••• 2✱ MG
Flanking. ✱✱: First strike until end of turn. 2/2.
Zuberi, Golden Feather SL R ••• 4✱ MG
Flying. Counts as a Griffin. All other Griffins get +1/+1. 3/3.

LANDS

Adarkar Wastes LAN R •••• IA,5th
: Add 1 to your mana pool. : Add to your mana pool and take 1 damage. : Add ✱ to your mana pool and take 1 damage.
Adventurers' Guildhouse LAN U • LG
All your green legends may band with other legends.
An-Havva Township LAN R •• HL
: Add 1 colorless mana to your pool. 1, : Add to your pool. 2, : Add ✱ to your pool. 2, : Add to your pool.
Ancient Tomb LAN U • TM
: Add two colorless mana to your pool. Tomb deals 2 damage to you.
Arena LAN R ••• PR
3, : You and opponent choose a creature. Both creatures are tapped and deal their power in damage to one another.
Aysen Abbey LAN U •• HL
: Add 1 colorless mana to pool. 1, : Add ✱ to your pool. 2, : Add to your pool. 2, : Add to your pool.
Badlands LAN R ••••• L,U,R
: Add or to your mana pool. Counts as a mountain and a swamp.
Bad River LAN U •• MG
Comes into play tapped. : Sacrifice: Search your library for an island or swamp. Put that land into play.
Balduvian Trading Post LAN R ••• AI
When Post comes into play, sacrifice an untapped mountain or bury Post. : Add 1 to your pool. 1, : Do 1 damage to target attacker.
Bayou LAN R ••••• L,U,R
: Add or to your mana pool. Counts as a Swamp and a Forest.
Bazaar of Baghdad LAN R •••• AN
: Draw two cards; immediately discard three cards from your hand.
Bottomless Vault LAN R •• FE,5th
Comes into play tapped. You may leave Vault tapped to put a counter on it. : Remove any number of counters, adding for each one.
Brushland LAN R •••• IA,5th
: Add 1 colorless mana to your pool. : Add to your mana pool and take 1 damage. : Add ✱ to your mana pool and take 1 damage.
Caldera Lake LAN R ••• TM
Comes into play tapped. : Add one colorless mana to your mana pool. : Add or to your mana pool. Caldera Lake deals 1 damage to you.
Castle Sengir LAN R •• HL
: Add 1 colorless mana to your pool. 1, : Add to your pool. 2, : Add to your pool. 2, : Add to your pool.
Cathedral of Serra LAN U • LG
All your white legends may band with other legends.
Cinder Marsh LAN U ••• TM
: Add one colorless mana to your mana pool. : Add or to your mana pool. Cinder Marsh does not untap during your next untap phase.
City of Brass LAN R ••••• AN,CH,5th
: Add 1 mana of any color. Take 1 damage whenever City is tapped.
City of Shadows LAN R •• DK
: Remove one of your creatures from game and put a counter on City. : Add X colorless mana to your mana pool, with X equaling the number of counters on City.
City of Traitors LAN R •• EX
If you play a land, sacrifice City of Traitors. : Add two colorless mana to your mana pool.
Coral Atoll LAN U •• VS
Comes into play tapped. When Atoll comes into play, return an untapped island you control to your hand or bury Atoll. : Add 1 to your mana pool.
Crystal Vein LAN U •• MG
: Add 1 to your mana pool. , Sacrifice: Add 2 to your mana pool.
Desert LAN C ••• AN
: Add 1 to your mana pool. : Do 1 damage to any attacking creature after it deals damage.
Diamond Valley LAN R •••• AN
: Sacrifice a creature to gain life equal to its toughness.
Dormant Volcano LAN U •• VS
Comes into play tapped. When Dormant Volcano comes into play, return an untapped mountain you control to owner's hand or bury Dormant Volcano. : Add 1 to your mana pool
Dwarven Hold LAN R •• FE,5th
Comes into play tapped. You may leave Hold tapped to put a counter on it. : Remove any number of counters, adding for each one.

MAGIC The Gathering®

players guide

LANDS

Name	Kind	CR	Rating	Sets Found
Description				

Dwarven Ruins LAN U ●●● FE,5th
Comes into play tapped. {T}: Add {R} to your mana pool. {T}, Sacrifice Dwarven Ruins: Add {R}{R} to your mana pool.

Ebon Stronghold LAN U ●●● FE,5th
Comes into play tapped. {T}: Add {B} to your mana pool. {T}, Sacrifice Ebon Stronghold: Add {B}{B} to your mana pool.

Elephant Graveyard LAN R ●●● AN
{T}: Add {1} to your mana pool. {T}: Regenerate an Elephant or Mammoth.

Everglades LAN U ●● VS
Comes into play tapped. When Everglades comes into play, return an untapped swamp you control to owner's hand or bury Everglades. {T}: Add {1}{B} to your mana pool.

Flood Plain LAN U ●● MG
Comes into play tapped. {T}: Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play.

Gemstone Mine LAN U ●●● WL
When Gemstone Mine comes into play, put three counters on it. {T}, Remove a counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no counters on Gemstone Mine, bury it.

Ghost Town LAN U ●● TM
{T}: Add one colorless mana to your mana pool. {1}: Return Ghost Town to owner's hand. Use this ability only during another player's turn.

Glacial Chasm LAN U ●●● IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

Grasslands LAN U ●● MG
Comes into play tapped. {T}, Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.

Griffin Canyon LAN R ●● VS
{T}: Add one colorless mana to your mana pool. {T}: Untap target Griffin. That Griffin gets +1/+1 until end of turn.

Halls of Mist LAN R ● IA
CU: {2}. No creature may attack if it attacked during its controller's last turn.

Hammerheim LL U ●●● LG
{T}: Add {R} to your mana pool. {T}: Remove landwalking from target creature until end of turn.

Havenwood Battleground LAN U ●●● FE,5th
Comes into play tapped. {T}: Add {G} to your mana pool. {T}, Sacrifice Havenwood Battleground: Add {G}{G} to your mana pool.

Heart of Yavimaya LAN R ●●● AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart. {T}: Add {G} to your mana pool. {T}: Target creature gets +1/+1.

Hollow Trees LAN R ●● FE,5th
Comes into play tapped. You may leave Trees tapped to put a counter on it. {T}: Remove any number of counters, adding {G} for each one.

Icatian Store LAN R ●● FE,5th
Comes into play tapped. You may leave Store tapped to put a counter on it. {T}: Remove any number of counters, adding ✱ for each one.

Ice Floe LAN U ●● IA,5th
You may choose not to untap Ice Floe. {T}: Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.

Island of Wak-Wak LAN R ●●●● AN
{T}: Reduce the power of one flying creature to 0 until end of turn.

Jungle Basin LAN U ●● VS
Comes into play tapped. When Basin comes into play, return an untapped forest you control to owner's hand or bury Basin. {T}: Add {1}{G} to your pool.

Karakas LL U ●●●● LG
{T}: Add ✱ to your mana pool. {T}: Return target legend to owner's hand.

Karoo LAN U ●● VS
Comes into play tapped. When Karoo comes into play, return an untapped island you control to owner's hand or bury Karoo. {T}: Add {1}{U} to your pool.

Karplusan Forest LAN R ●●●● IA,5th
{T}: Add {1} to your mana pool. {T}: Add {R} to your mana pool and take 1 damage. {T}: Add {R} to your mana pool and take 1 damage.

Kjeldoran Outpost LAN R ●●●● AI
When Outpost comes into play, sacrifice a plains or bury Outpost. {T}: Add ✱ to your mana pool. {1}✱, {T}: Put a 1/1 soldier token into play.

Koskun Keep LAN U ●● HL
{T}: Add 1 colorless mana to your pool. {1}, {T}: Add {B} to your pool. {2}, {T}: Add {B} to your pool. {2}, {T}: Add {B} to your pool.

Lake of the Dead LAN R ●●● AI
When Lake comes into play, sacrifice a swamp or bury Lake. {T}: Add {B} to your mana pool {T}: Sacrifice a swamp to add {B}{B}{B}{B} to your pool.

Land Cap LAN R ●● IA
{T}: Add {B} to your mana pool and put a counter on Land Cap. {T}: Add ✱ to your mana pool and put a counter on Cap. Remove a counter instead of untapping.

Lava Tubes LAN R ●● IA
{T}: Add {R} to your mana pool and put a counter on Land Cap. {T}: Add {R} to your mana pool and put a counter on Cap. Remove a counter instead of untapping.

• **Library of Alexandria** LAN R ●●●●● AN
{T}: Add {1} to your mana pool. {T}: Draw a card from your library if you have exactly seven cards in hand.

Lotus Vale LAN R ●●● WL
When Lotus Vale comes into play, sacrifice two untapped lands or bury Lotus Vale. {T}: Add three mana of any one color to your mana pool.

• **Maze of Ith** LAN U ●●●●● DK
{T}: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Maze of Shadows LAN U ●● TM
{T}: Add one colorless mana to your mana pool. {T}: Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.

Mishra's Factory LAN U ●●●● AQ,4th
{T}: Add {1} to your mana pool or give any Mishra's Factory +1/+1 until end of turn. {1}: Mishra's Factory becomes a 2/2 artifact creature, until end of turn.

• **Mishra's Workshop** LAN R ●●●●● AQ
{T}: Add {3} to your mana pool which may only be used to cast artifacts.

Mogg Hollows LAN U ●●● TM
{T}: Add one colorless mana to your mana pool. {T}: Add {R} or {G} to your mana pool. Mogg Hollows does not untap during your next untap phase.

Mountain Stronghold LAN U ● LG
All your red legends may band with other legends.

Mountain Valley LAN U ●● MG
Comes into play tapped. {T}, Sacrifice Mountain Valley: Search your library for a mountain or forest. Put that land into play.

Oasis LAN U ●● AN,4th
{T}: Prevent 1 damage to any creature.

Pendelhaven LL U ●●●● LG
{T}: Add {G} to your mana pool. {T}: Make target 1/1 creature +1/+2 until end of turn.

Pine Barrens LAN R ●●● TM
Comes into play tapped. {T}: Add one colorless mana to your mana pool. {T}: Add {B} or {G} to your mana pool. Pine Barrens deals 1 damage to you.

Plateau LAN R ●●●●● L,U,R
{T}: Add {R} or ✱ to your mana pool. Counts as a mountain and a plains.

Quicksand LAN U ●● VS
{T}: Add {1} to your mana pool. {T}, Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Rainbow Vale LAN R ●● FE
{T}: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

Reflecting Pool LAN R ●●● TM
{T}: Add to your pool 1 mana of any type that any land you control can produce.

River Delta LAN R ●● IA
{T}: Add {B} to your mana pool and put a counter on Land Cap. {T}: Add {B} to your mana pool and put a counter on Cap. Remove a counter instead of untapping.

Rocky Tar Pit LAN U ●● MG
Comes into play tapped. {T}, Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain. Put that land into play.

Rootwater Depths LAN U ●●● TM
{T}: Add one colorless mana to your mana pool. {T}: Add {B} or {U} to your mana pool. Rootwater Depths does not untap during your next untap phase.

Ruins of Trokair LAN U ●●● FE,5th
Comes into play tapped. {T}: Add ✱ to your mana pool. {T}, Sacrifice Ruins of Trokair: Add ✱✱ to your mana pool.

Stalking Stones LAN U ●● TM
{T}: Add one colorless mana to your mana pool. {6}: Stalking Stones becomes a 3/3 artifact creature permanently.

• **Strip Mine** LAN U ●●●●● AQ,4th
{T}: Add {1} to your mana pool. {T}, Sacrifice: Destroy target land.

Sulfurous Springs LAN R ●●●● IA,5th
{T}: Add {1} to your mana pool. {T}: Add {B} to your mana pool and take 1 damage. {T}: Add {R} to your mana pool and take 1 damage.

Svyelunite Temple LAN U ●●● FE,5th
Comes into play tapped. {T}: Add {U} to your mana pool. {T}, Sacrifice Svyelunite Temple: Add {U}{U} to your mana pool.

Tabernacle at Pendrell Vale LL R ●●● LG
All creatures require an upkeep cost of {1} in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

Taiga LAN R ●●●●● L,U,R
{T}: Add {G} or {R} to your mana pool. Counts as a forest and a mountain.

Teferi's Isle LL R ● MG
Phasing. Comes into play tapped. {T}: Add {U}{U} to your mana pool.

Thalakos Lowlands LAN U ●●● TM
{T}: Add one colorless mana to your mana pool. {T}: Add {U} or ✱ to your mana pool. Does not untap during your next untap phase.

Thawing Glaciers LAN R ●●●●● AI
Comes into play tapped. {1}, {T}: Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.

Timberline Ridge LAN R ●● IA
If any counters are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. {T}: Add {R} to pool and put a counter on Ridge. {T}: Add {R} to pool and put a counter on Ridge.

Tolaria LL U ● LG
{T}: Add {U} to your mana pool. {T}: During upkeep, remove banding or bands with other ability from target creature until end of turn.

Tropical Island LAN R ●●●●● L,U,R
{T}: Add {G} or {U} to your mana pool. Counts as a forest and an island.

Tundra LAN R ●●●●● L,U,R
{T}: Add {U} or ✱ to your mana pool. Counts as an island and a plains.

Underground River LAN R ●●●● IA,5th
{T}: Add 1 to your mana pool. {T}: Add {B} to your mana pool and take 1 damage. {T}: Add {U} to your mana pool and take 1 damage.

Underground Sea LAN R ●●●●● L,U,R
{T}: Add {B} or {U} to your mana pool. Counts as a swamp and an island.

Safe Haven LAN R ●● DK,CH
{2}, {T}: Remove a creature you control from game. During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play.

Salt Flats LAN R ●●● TM
Comes into play tapped. {T}: Add one colorless mana to your mana pool. {T}: Add {B} or ✱ to your mana pool. Salt Flats deals 1 damage to you.

Sand Silos LAN R ●● FE,5th
Comes into play tapped. You may leave Silos tapped to put a counter on it. {T}: Remove any number of counters, adding {G} for each one.

Savannah LAN R ●●●●● L,U,R
{T}: Add ✱ or {G} to your mana pool. Counts as a plains and a forest.

Scabland LAN R ●●● TM
Comes into play tapped. {T}: Add one colorless mana to your mana pool. {T}: Add {R} or ✱ to your mana pool Scabland deals 1 damage to you.

School of the Unseen LAN U ●● AI
{T}: Add {1} to your pool. {2}, {T}: Add 1 mana of any color to your pool.

Scorched Ruins LAN R ●●● WL
When Scorched Ruins comes into play, sacrifice two untapped lands or bury Ruins. {T}: Add four colorless mana to your mana pool.

Scrubland LAN R ●●●●● L,U,R
{T}: Add ✱ or {B} to your mana pool. Counts as a plains and a swamp.

Seafarer's Quay LAN U ● LG
All your blue legends may band with other legends.

Sheltered Valley LAN R ●● AI
When Valley comes into play, bury any other Valley you control. During your upkeep, if you control 3 or fewer lands, gain one life. {T}: Add {1} to your pool.

Skyshroud Forest LAN R ●●● TM
Comes into play tapped. {T}: Add one colorless mana to your mana pool. {T}: Add {G} or {U} to your mana pool. Forest deals 1 damage to you.

Soldevi Excavations LAN R ●●● AI
When Excavations comes into play, sacrifice an untapped island or bury Excavations. {T}: Add {1}{B} to your mana pool. {1}, {T}: Look at the top of your library. You may put that card on the bottom of your library.

Sorrow's Path LAN R ● DK
{T}: Exchange two of opponent's blocking creatures. Whenever Sorrow's Path is tapped, it does 2 damage to you and to each creature you control.

Undiscovered Paradise LAN R ●●● VS
{T}: Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.

Unholy Citadel LAN U ● LG
All your black legends may band with other legends.

Urborg LL U ●●● LG
{T}: Add {B} to your mana pool. {T}: Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C ●● AQ,CH,5th
{T}: Add {1} to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add {2} to your mana pool.

Urza's Power Plant LAN C ●● AQ,CH,5th
{T}: Add {1} to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add {2} to your mana pool.

Urza's Tower LAN C ●● AQ,CH,5th
{T}: Add {1} to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add {3} to your mana pool.

Vec Township LAN U ●●● TM
{T}: Add one colorless mana to your mana pool. {T}: Add {B} or ✱ to your mana pool. Vec Township does not untap during your next untap phase.

Veldt LAN R ●● IA
If any counters are on Veldt, it doesn't untap. Remove a counter from Veldt at end of your upkeep. {T}: Add {B} to your mana pool and put a counter on Veldt. {T}: Add ✱ to your mana pool and put a depletion counter on Veldt.

Volcanic Island LAN R ●●●●● B,U,R
{T}: Add {U} or {R} to your mana pool. Counts as an island and a mountain.

Volrath's Stronghold LAN R ●●● SH
{T}: Add one colorless mana to your mana pool. {1}{B}, {T}: Put target creature card from your graveyard on top of your library.

Wasteland LAN U ●●●● TM
{T}: Add one colorless mana to your mana pool. {T}: Sacrifice Wasteland: Destroy target nonbasic land.

Winding Canyon LAN R ●●● WL
{T}: Add one colorless mana to your mana pool. {2}, {T}: Until end of turn, you may play creature cards whenever you could play instants.

Wizards' School LAN U ●● HL
{T}: Add {1} to your pool. {1}, {T}: Add {U} to your pool. {2}, {T}: Add ✱ to your pool. {2}, {T}: Add {B} to your pool.

COMBOS UNGLUED





Spark Fiend and Ice Cauldron: Let's see? You can save a bunch of mana up on this Ice Cauldron thingy and then cast some kind of spell with it later in the game. And you've got this giant creature with all kinds of text that you roll dice with. Put the two together and you've got an unbeatable combo which works best if you put the mana from your dice pool directly onto your Ice Cauldron. Or maybe you could put a spell on the Ice Cauldron that will let you retrieve the Spark Fiend when it goes to the graveyard, because you know the Spark Fiend is going there eventually. Or maybe you could keep track of the initial roll for the Spark Fiend by putting that many counters on the Ice Cauldron. But what...

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legehd
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery



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ILLINOIS

AUGUST 15, COLLINSVILLE

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER, Gateway Center, One Gateway Drive. Call (618) 345-8998 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*, you get one starter of *Tempest*, one booster of *Stronghold* and one booster of *Exodus*. Pre-register for $22 or $25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic* & *Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

AUGUST 22, GLEN ELLYN

GREAT LAKES ENTERTAINMENT presents the VALUE MEAL DEAL, Holiday Inn, 1250 Roosevelt Rd (Rt. 38). Call (630) 629-6000 for directions. *Magic* tournaments at a reasonable price with great value. Sanctioned *Magic* tournament & convention. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Entry: $9, Yes, that is not a misprint. ONLY $9 and you get the starter and boosters FREE. Prize: $250 savings bond. Lots of side-tournaments & dealer tables. Also huge auction of *Magic* & *Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

AUGUST 29, PALATINE

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER, Holiday Inn, 1550 E. Dundee Rd. Call (847) 934-4900 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*, You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Pre-register for $22 or $25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic* & *Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

SEPTEMBER 5, CHICAGO

GREAT LAKES ENTERTAINMENT presents the ROME PRO QUALIFIER. Call (847) 222-1994 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Rome Pro Tour. Format: *Tempest/Stronghold/Exodus* Constructed. Pre-register for $18 or $20 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic* & *Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

SEPTEMBER 6, CHICAGO

COLLECT A CARD & COMICS. *Weekly Magic:TG* tournaments. Fridays, 7:30 p.m. sharp. Type II. Great selection of *Magic* singles—up to 90% of our singles are lower than guide. Also our BIG EVENT DCI SANCTIONED TYPE II TOURNAMENT. SEPTEMBER 6, 1309 S. ASHLAND. HUNDREDS OF DOLLARS WORTH OF CASH & PRIZES, SIDE TOURNAMENTS WILL BE AVAILABLE. Registration from 9:30 a.m.-10:30 a.m. For more information and/or dealer table reservations, please call (773) 523-5800 between 12 p.m.-8 p.m. or e-mail: CCNCOMICS@aol.com.

INDIANA

AUGUST 30, FT. WAYNE

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER. Holiday Inn, 3330 W. Coliseum Blvd. (I-69, exit 109A). Call (219) 484-7711 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Pre-register for $22 or $25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic* & *Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

KENTUCKY

AUGUST 16, LOUISVILLE

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER. Galt House Hotel, 141 North 4th Ave. Call (502) 589-5200 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Pre-register for $22 or $25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic* & *Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

MICHIGAN

EVERY FRIDAY & SATURDAY in AUGUST & SEPTEMBER, BATTLE CREEK

B.C. HOBBY. Booster draft tournament every Friday at 7 p.m. $10 entry. Type II tournament every Saturday at 12 p.m. $5 registration, Sealed deck tournament every Sunday at 12 p.m. $20 registration. Lots of comfortable seating. Air conditioned too. Call (616) 968-1487 for directions. B.C. Hobby 48 S. 20th St. Battle Creek, MI 49015.

MINNESOTA

AUGUST 22, ST. PAUL

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER. Best Western, 701 S. Concord St. Call (612) 455-3600 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Pre-register for $22 or $25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic* & *Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

NEW JERSEY

AUGUST 29, GUTTENBERG

KNIGHTMARE REALMS, 201 69th St., 10 minutes from GWB and Lincoln Tunnel. Sanctioned sealed deck draft. Players receive one *Tempest* starter and two *Exodus* boosters. Prizes for 1st, 2nd & 3rd place. $18 admission in advance or $20 day of show. Doors open 9 a.m. and deck construction begins @ 10 a.m. There will also be side events. Pre-registration is strongly recommended. For more information, call (201) 453-0576.

SEPTEMBER 17-20, CHERRY HILL

SHORECON '98, Sponsored by Gamer's Realm & Hobbymasters. Hilton Cherry Hill, Rt. 70E. Call (609) 665-6666 for directions. Full weekend of the best gaming of all genres! Pro Tour Rome Qualifier by Gray Matter. Sanctioned *Magic*, MFNA, RPGA events. Guests, vendors, anime, auction, demos and more! $30 pre-registered, $40 at door, for the weekend. $5 club discount. All tournaments FREE! Except Sealed Deck/LARPs. Contact: Heleen Durston, Multigenre, 2432 Steiner Rd, Lakehurst, NJ 08733-3437; call (732) 657-3311; e-mail info@multigenre.com.

OCTOBER 3, SOMERSET

MANIA '98 Quality Inn 1850 Easton Ave. Call (732) 469-5050 for directions. New Jersey's GREATEST Gaming & Comic Convention featuring *Magic:TG*, Games Workshop and game demos. Special guests TBA. Tables $60 each or 2 for $110. Admission $5, Mention this ad and get $1 off. Sealed deck pre-registration $17 or $20 at door. Type II: $12 or $15 at door, 10 a.m.-10 p.m. For more info, contact: THE WINDING WAY @ (732) 248-1185 or e-mail TheWinding@aol.com.

NEW YORK

EVERY WEEKEND IN AUGUST & SEPTEMBER, NANUET

WIZARD WORLD. The longest running tournament in Rockland! 1/4 mile East of the Nanuet Mall on Route 59 in the Service Merchandise Shopping Center. Type II madness every Friday at 6 p.m. $4 entry fee. Prizes for the top three competitors! Sealed deck & booster drafts on Saturdays. Arena league days every Sunday. Games Workshop Chapter approved. Free and dedicated gaming area for card and roleplaying games and two terrains for *Warhammer*, *40k* and *Fantasy Battle*. We will demo any game upon request. For further information, contact John Donohue @ (914) 624-2224.

AUGUST & SEPTEMBER, MASTIC

Sanctioned *Magic:TG* tournaments every Friday at 6:45 p.m. All formats. Sanctioned *Babylon 5* tournaments twice a month, 1st through 5th place prizes. Call for dates. Sanctioned *Star Wars* and *Star Trek* tournaments every Saturday at 1:30 p.m. Sanctioned *C-23*, *Xena* Deeplands tournaments every Sunday from 1-4 p.m. *Magic* Arena League and *C-23* Arena held every day! Golden Memories Comics and Cards, 1265 Montauk Highway, Mastic, NY. For more information, call Rich @ (516) 281-0554 or e-mail rseguino@sprintmail.com.

OKLAHOMA

AUGUST 29, TULSA

COLLECTIBLES EXTRAVAGANZA, Tulsa Fairgrounds Exchange Center One. Over 200 dealer tables featuring card games, comics, beanies, hot wheels, action figures and much more. Tulsa's largest *Magic* tournament this year! Sealed Deck: *Tempest, Exodus, Stronghold*! $20 entry fee. Swiss style. 1st place prize is $250 cash, 2nd: box of *Exodus*, 3rd-8th will be awarded. DCI Sanctioned. Call now to enter. Only 128 slots open! *Star Wars* tournament: Sealed Deck, Sanctioned. $20 entry fee. Big prizes! Only 32 slots! To pre-register, call Ron @ (918) 366-7431, write to 17248 S. 92 E. Ave, Bixby, OK 74008 or e-mail colcon@Rapfire.net.

TEXAS

SEPTEMBER 19-20, HOUSTON

NOSTALGIA PROMOTIONS COLLECTORS SHOW AND *MAGIC* TOURNAMENT, Holiday Inn, 7787 Katy Frwy (I-10 West) Antoine exit. 50+ tables @ $50 each day. Discounts available. $2 adult admission, children under 12 FREE with ad. 10 a.m.-4 p.m. BOTH DAYS! Standard (Type II) DCI Sanctioned, two day *Magic* Tournament. Entry fee $5, Swiss Style. Sign up at 10 a.m. Starts at noon. Random Comix will be present and will judge an art contest, BOTH DAYS! 1st 100 paid admissions and the fastest pitches on the radar-speed machine will be eligible for drawings each day! Over $400 in prizes will be given out! For more information, contact Andrew Mingle at (713) 263-8804.

VIRGINIA

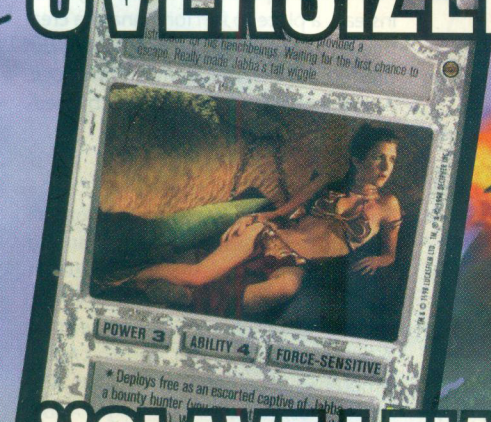
SEPTEMBER 6, TYSONS CORNER (Washington D.C. area)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY, *MAGIC* AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive McLean, VA. Take exit 10 (Route 7 West) off I-495, 1/2 mile West on Route 7, hotel is on the right. Call (703) 734-2800 for directions. 90 tables available. Vendors: 1st table $65, $60 2nd table, $55 3rd+ table. $2 admission, children under 5 FREE. 10 a.m.-4 p.m. FREE parking. Buy, sell & trade: *MAGIC* and other gaming cards, gold, silver & new comics, independents, anime, figures, toys, BEANIE BABIES, posters, T-shirts, original artwork, non-sports cards etc. Contact Jeffrey Rocen @ (703) 912-1993 or e-mail:comicshow@aol.com,http://members.aol.com/comicshow.

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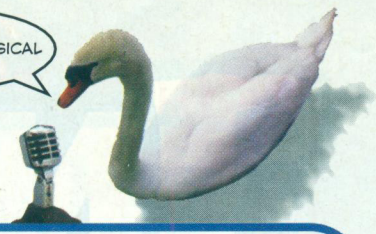
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ON SALE IN SEPTEMBER

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Magic: 2014

Overview

Magic: The Gathering is a trading card game produced by Wizards of the Coast where the players represent mighty wizards battling for control of a plain of Dominaria. This is the 53rd edition of the game, officially published in August, 2014. These rules supersede all previous editions, including the 52nd Edition, published in July, 2014. Those caught using previous editions will be severely beaten by three pro wrestlers or forced to participate in a *Spellfire* tournament, according to the choice of the offender.

Card Types

Each card has a *card type*, which is given underneath its art. The first type of card is—hey, wait a minute. Something's wrong here. My cards are all the same! THEY'RE ALL BROWN! WHAT THE HELL IS—oh. Forgot to turn them over. Heh heh.

Anyway, there are two types of cards. The first type is *land*, which includes swamps, plains and fast food restaurants, like Mox Donald's. The second type is *unland*, which includes—well, I don't know what they are, because all the writing on my damn deck is upside down.



Magic: The Gathering is a registered trademark of Wizards of the Coast.

Card Colors

The 53rd Edition of *Magic* has six different colors: black, blue, green, red, white and purple, a new color brilliantly introduced in *InQuest* #22. *InQuest*, sadly, is no longer published, having gone belly-up after it renamed itself *GinQuest, The Guide to Recreational Boozing*. In the new edition, there are no longer equal numbers of each color, owing to recent affirmative action rollbacks.

Getting Started

Playing *Magic* is as easy as pie. *Magic*, however, is not as tasty as pie. But it is much less messy, as anyone who's tried to shuffle a pie can attest.

Follow these simple steps:

1. Carefully remove the cellophane from the deck. Throw it away.
2. If you kept the cellophane and threw away the deck, start over.
3. Strip out all Atogs. Mail to Rick Swan, 151 Wells Ave., Congers, NY 10920.
4. Strip out all Serra Angels.
5. When finished admiring the Serra Angels, put their clothes back on.
6. Square off the remaining cards. A *Magic* deck is loaded with information, which can be pretty scary. Approach with caution. A non-threatening introduction should get you off to a good start, like "Hello, deck."
7. The second date with the deck might consist of dinner, a movie and a walk in the park. If all goes well, consider a good night kiss on the artifact.
8. If more than a kiss on the artifact is attempted, the deck is free to respond with a face slap or butt smack. Which, let's face it, you asked for, jerk.

First Rule of *Magic*

Occasionally, a card's effect contradicts the rules. In previous editions, this has happened approximately, let's see, 1,794,086 times. But we took care of it in this edition. No kidding. Except, uh, for Toilet of Tetravus, which is a typo. And the text for Gwendolyn's Hemorrhoids, where the designer had a little too much *GinQuest*, if you know what I mean. And, er, the text for Lumpy Wiener of Wingdingy, which was... Oh, the hell with it.

Mana Pool

This is not a place for swimming. It is, instead, a place to fish for mana. If a creature card consumes sufficient mana, it can produce a powerful, immobilizing spell. A similar effect may be achieved by feeding it baked bean cards.

Banned and Restricted Cards

The following cards, compiled from all previous editions, have been banned and/or restricted and may not be used in any type of official play: Abyssal Anus, Acidic Anus, Active Anus, Agent of A.N.U.S., Alabaster Anus, Aladdin's Anus, Ambushed Anus, Amulet of the Anus, Animate Anus, Angelic Anus, Angry Anus, Ankh of Anus, Anti-Anus Aura, Anus 'n' Andy, Anus Ants, Anus Anus Who's Got the Anus, Anusen Bureaucrats, Anus Crusader, Anus Itch, Anus of the Meek, Anus Oakenshield, Anus Party, Anus of Thorns, Anus You is My Woman Now, Anus Weenie, Anus Spirit Crafter, Anus the Holy Avenger, Anus Three Plug Carburetor, Anus Gore, Anus to Anus, An-Zerrin Ruins of Anus, Apprentice Anus, Archanus, Arena of the Anus, Army of Anus, Asmira Anusa, Autumn Anus, Awesome Presence of Anus, Axelrod Anus, Big Bad Anus (list continued on pages 13-192).

Rick Swan is the former editor of FinQuest: The Guide to Collectible Carp

8 WHITE BORDER PREMIER EXPANSION PACKS - DARTH VADER FRAMED IN WHITE IS STILL...DARTH VADER

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